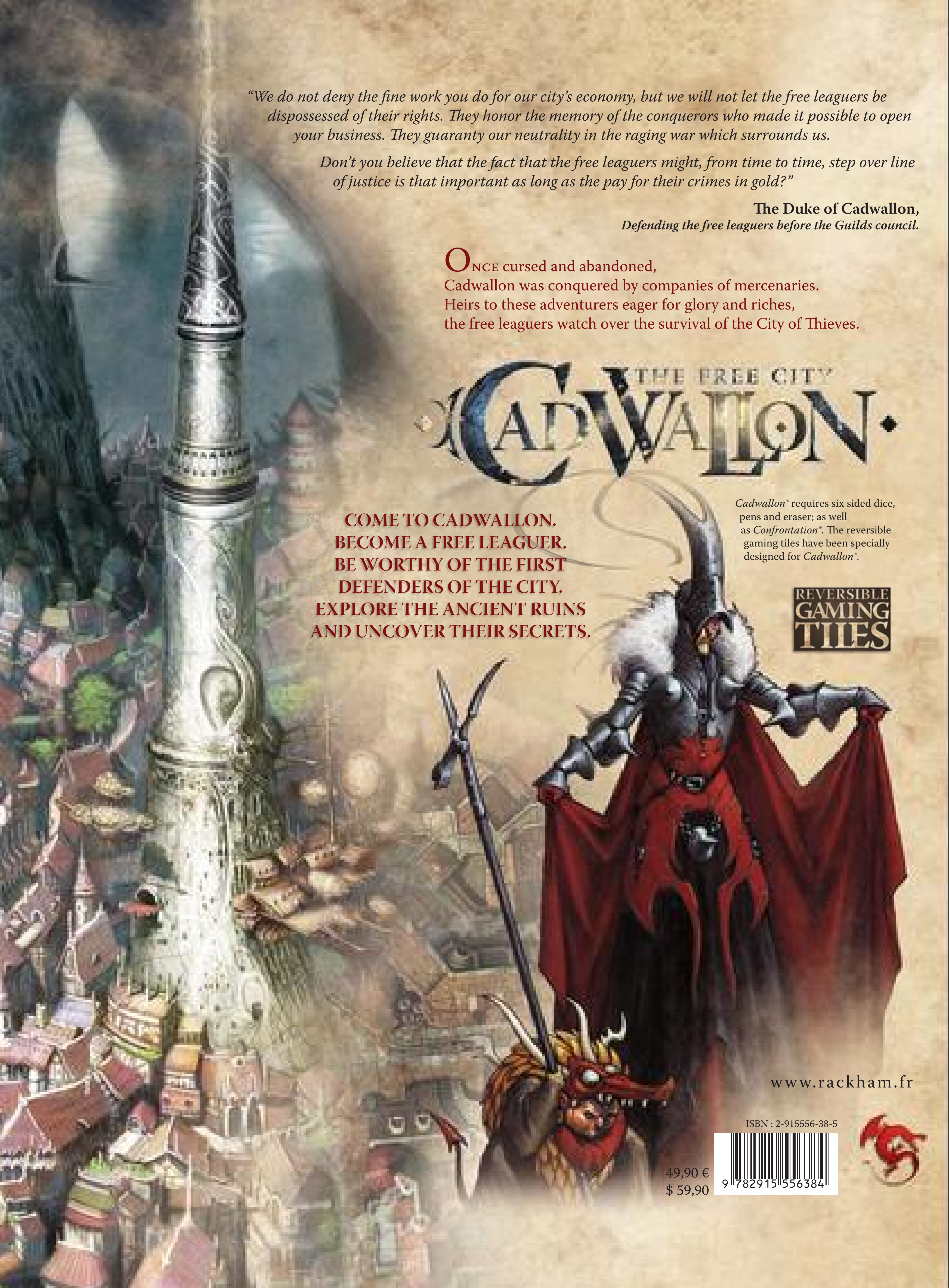

> *"We do not deny the fine work you do for our city's economy, but we will not let the free leaguers be dispossessed of their rights. They honor the memory of the conquerors who made it possible to open your business. They guaranty our neutrality in the raging war which surrounds us.*
>
> *Don't you believe that the fact that the free leaguers might, from time to time, step over line of justice is that important as long as the pay for their crimes in gold?"*
>
> **The Duke of Cadwallon,**
> ***Defending the free leaguers before the Guilds council.***

ONCE cursed and abandoned,
Cadwallon was conquered by companies of mercenaries.
Heirs to these adventurers eager for glory and riches,
the free leaguers watch over the survival of the City of Thieves.

THE FREE CITY
CADWALLON

COME TO CADWALLON.
BECOME A FREE LEAGUER.
BE WORTHY OF THE FIRST DEFENDERS OF THE CITY.
EXPLORE THE ANCIENT RUINS AND UNCOVER THEIR SECRETS.

Cadwallon® requires six sided dice, pens and eraser; as well as *Confrontation®*. The reversible gaming tiles have been specially designed for *Cadwallon®*.

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PLAYERS HANDBOOK

THE FREE CITY
CADWALLON

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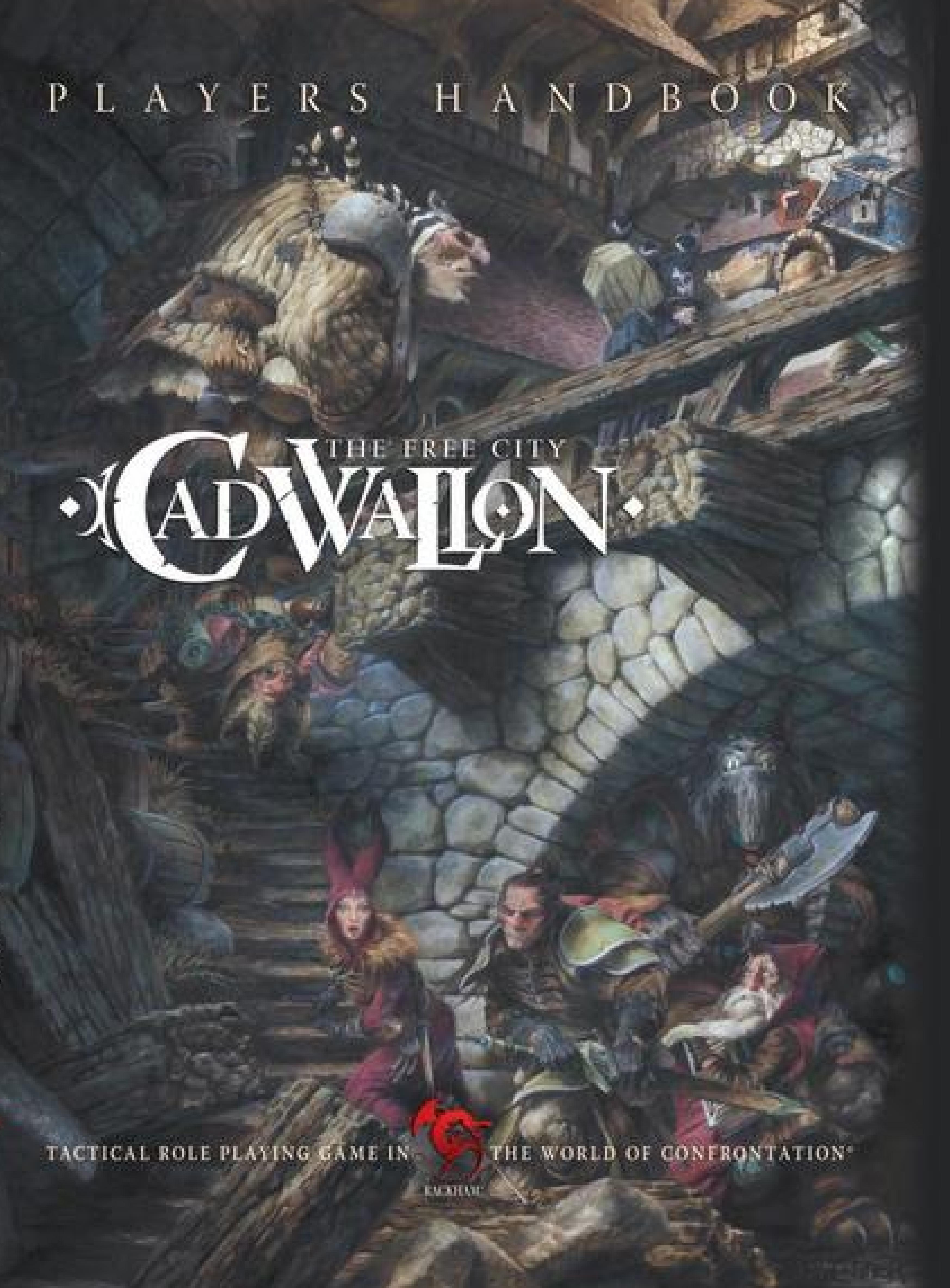
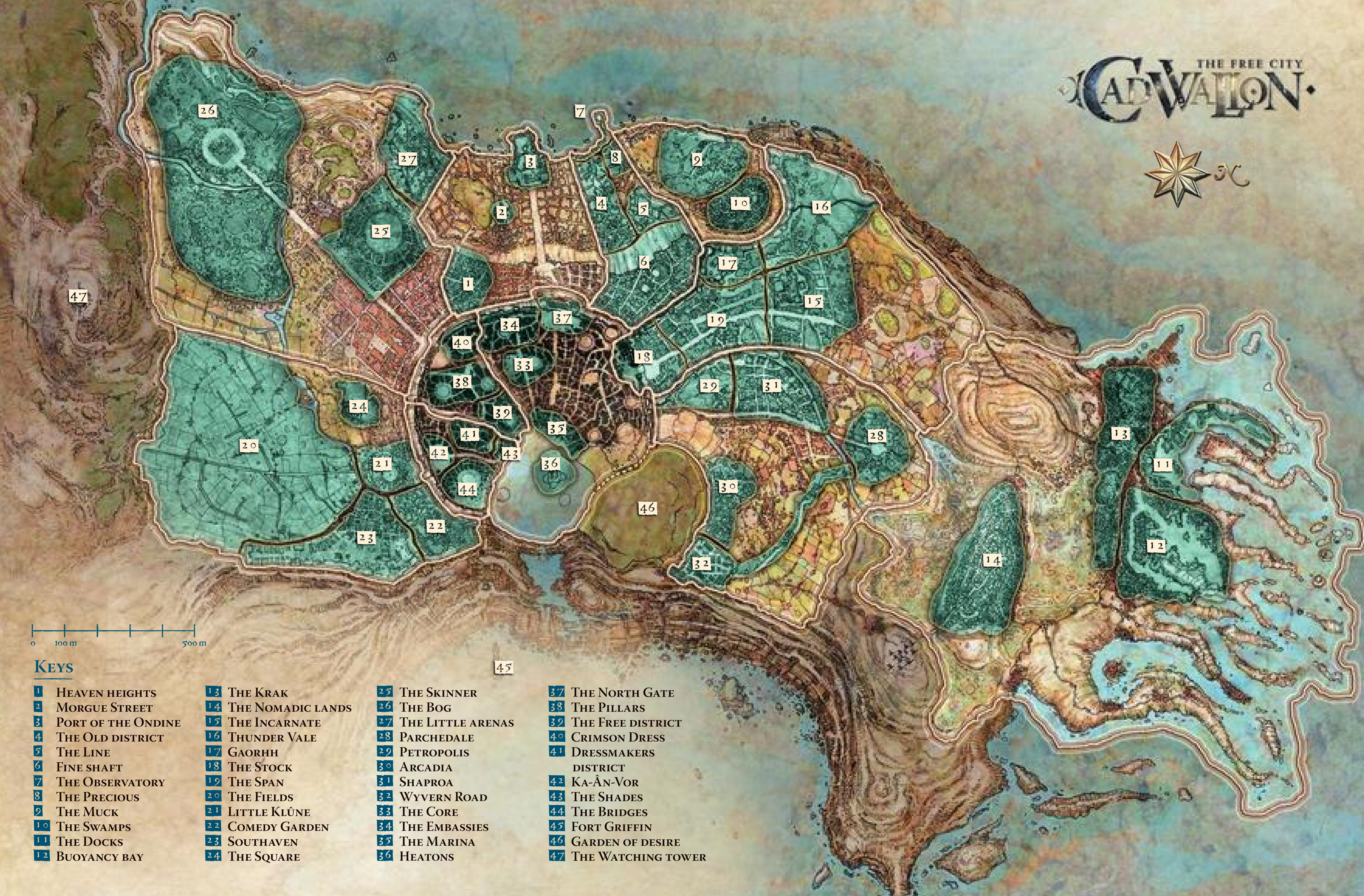


PLAYERS HANDBOOK

THE FREE CITY CADWALLON

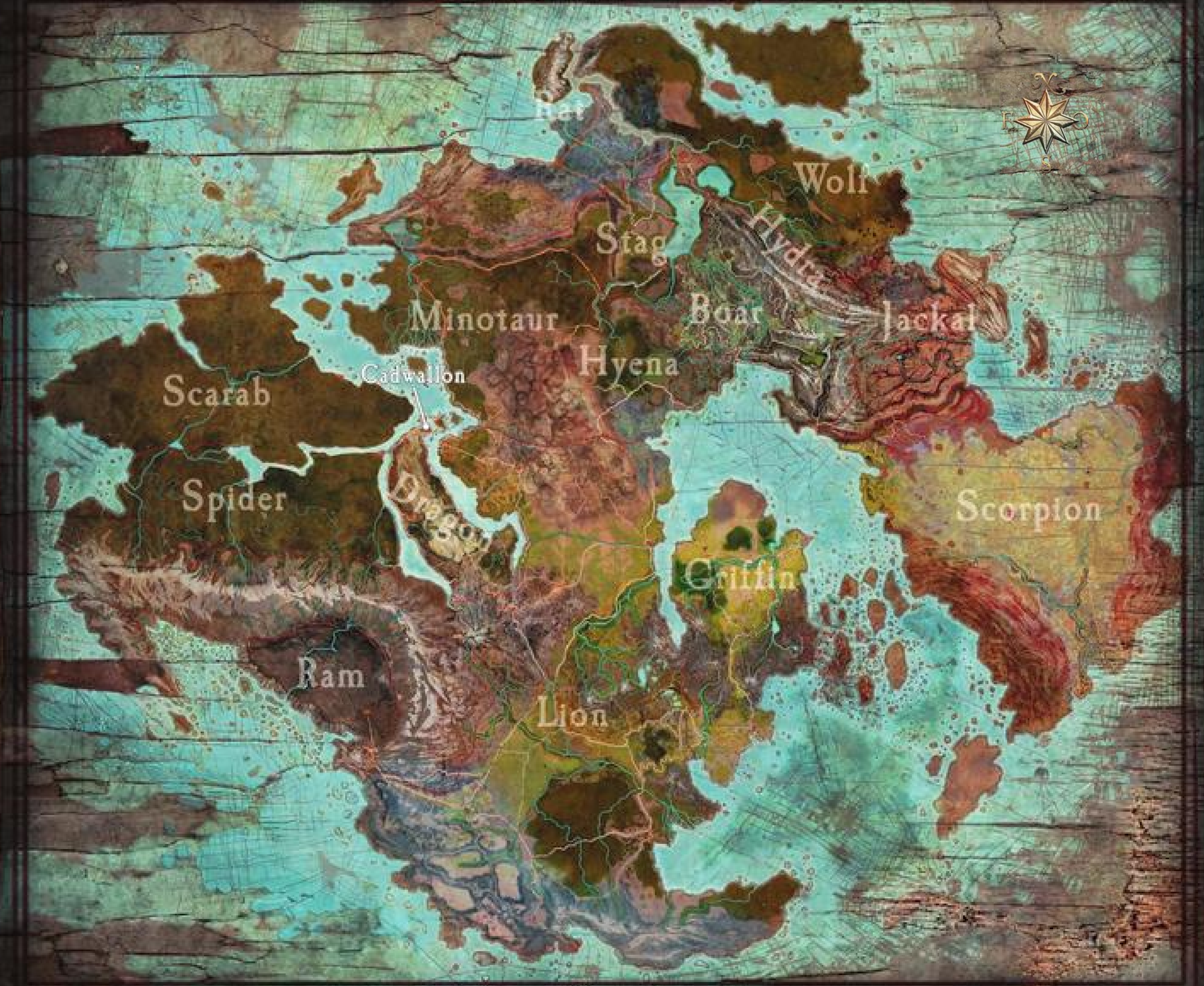
TACTICAL ROLE PLAYING GAME IN THE WORLD OF CONFRONTATION®

RACKHAM®



Keys

1	Heaven heights
2	Morgue Street
3	Port of the Ondine
4	The Old district
5	The Line
6	Fine shaft
7	The Observatory
8	The Precious
9	The Muck
10	The Swamps
11	The Docks
12	Buoyancy bay
13	The Krak
14	The Nomadic lands
15	The Incarnate
16	Thunder Vale
17	Gaorhh
18	The Stock
19	The Span
20	The Fields
21	Little Klûne
22	Comedy Garden
23	Southaven
24	The Square
25	The Skinner
26	The Bog
27	The Little arenas
28	Parchedale
29	Petropolis
30	Arcadia
31	Shaproa
32	Wyvern Road
33	The Core
34	The Embassies
35	The Marina
36	Heatons
37	The North Gate
38	The Pillars
39	The Free district
40	Crimson Dress
41	Dressmakers district
42	Ka-Ân-Vor
43	The Shades
44	The Bridges
45	Fort Griffin
46	Garden of desire
47	The Watching tower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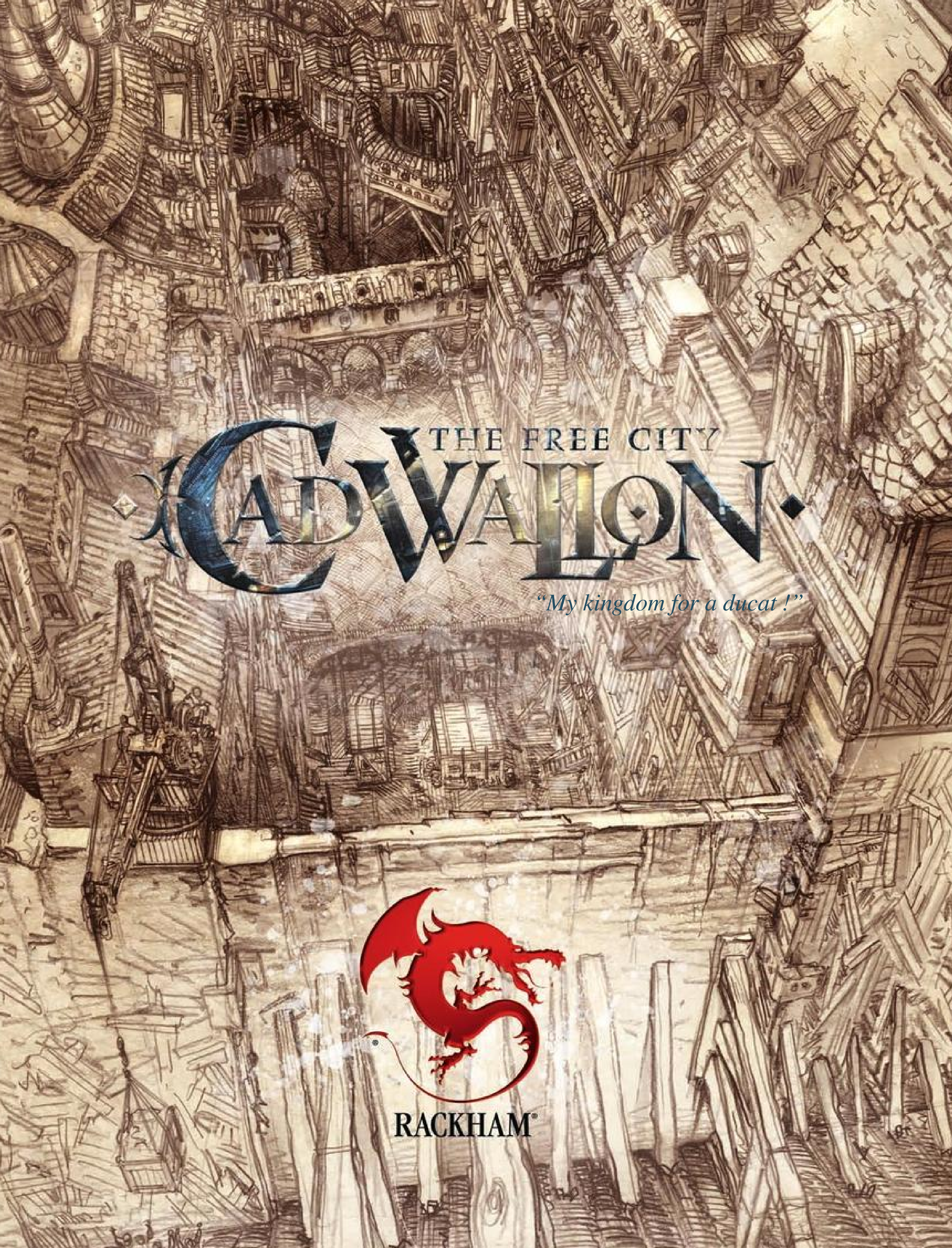
Boar
Jackal
Minotaur
Hyena
Cadwallon
Scarab
Spider
Dragon
Scorpion
Griffin
Ram
Lion



CADWALLON

THE FREE CITY

"My kingdom for a ducat !"

RACKHAM®

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WARNING !

The assembling of some miniatures require the use of accessories which need to be handled with great care : Modelist knife with which one can get wounded ; cyanoacrylate glue is to be handle with great caution... It is recommended to the younger players to never carry out these operations without an adult and always read carefully the instructions provided with such material.

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Book I

THE JEWEL OF LANEVER

"Cadwallon. The name itself embodies the majesty of the free city state. Outside there is only a world thrown off-balance by the Rag'narok, slowly slipping towards total war.

A shelter for some, a prosperous haven for others, the Jewel of Lanever draws the envy of every nation as the war refugees coming in add to its ever increasing population and workforce.

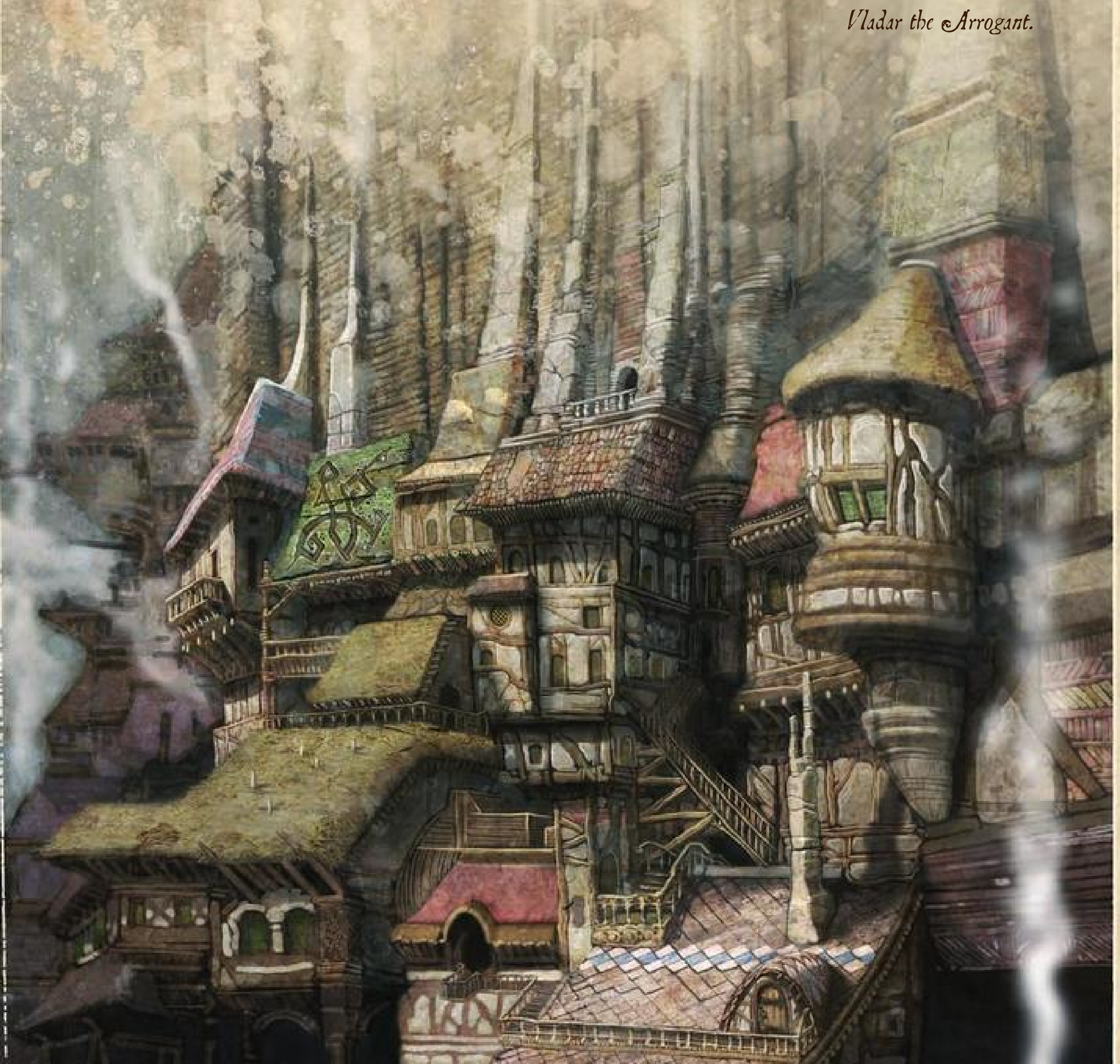
Yet Cadwallon, while being a beacon of hope, is also a snare. For life in the City of Thieves is first and foremost a never ending struggle to earn and secure one's position.

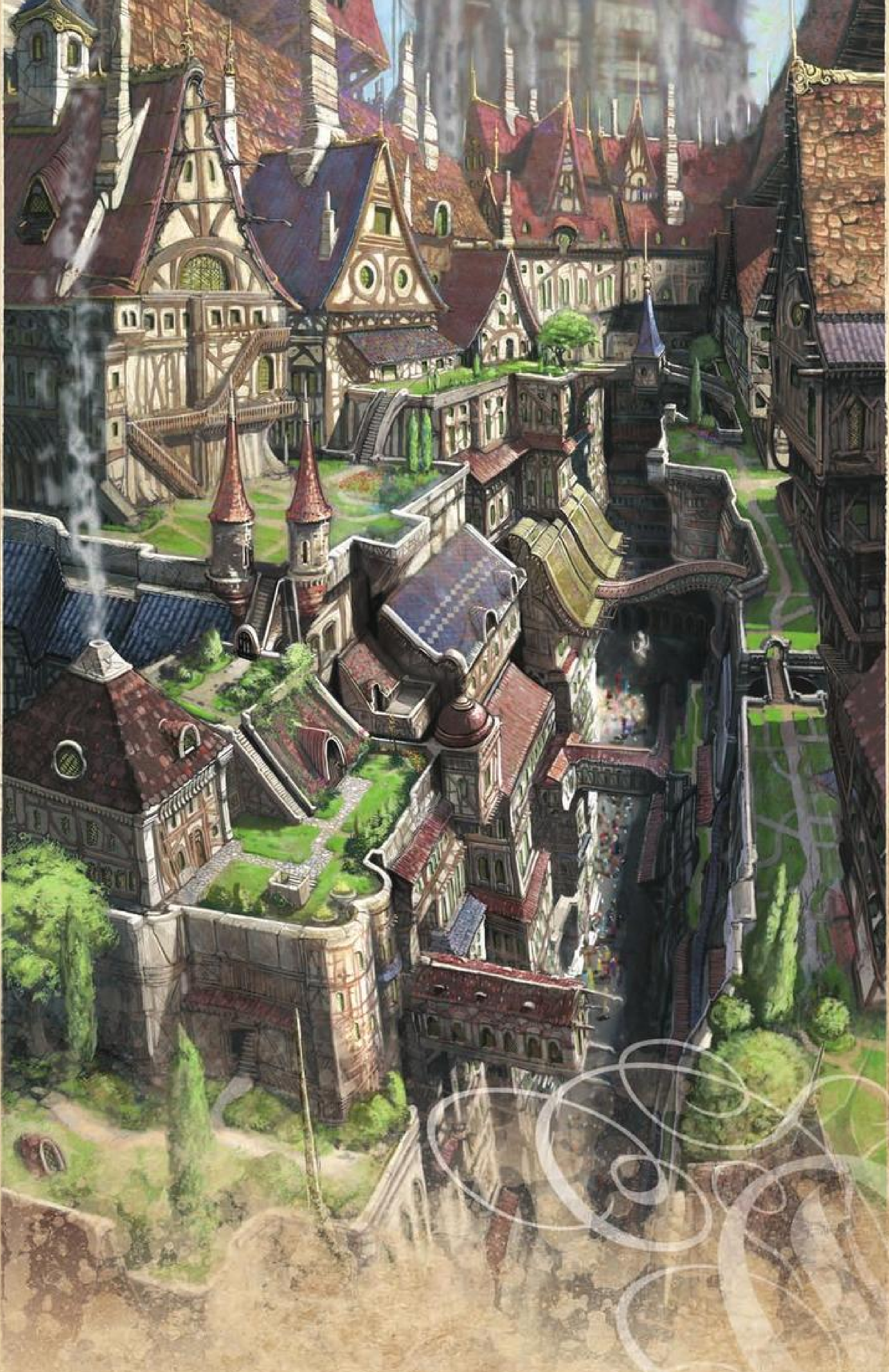
Cadwallon, the two-faced city. Most of its denizens know only the hideous features of the lower city. The choice between hard labor or extreme poverty, a life devoted to the guilds service or the unpredictability of day to day struggle.

Its other face is the upper city. A walled city within the city, its great towers reaching for the sky, its gigantic crossbeams shadowing the streets. Being the heart of the city, it drains all the richs without any consideration for its underprivileged counterpart.

Hope is a delusion, freedom a fantasy. The town where you were born shall be the town where you will die. We have decided to reject that fatalism. We have chosen prosperity and freedom. We are the free leaguers."

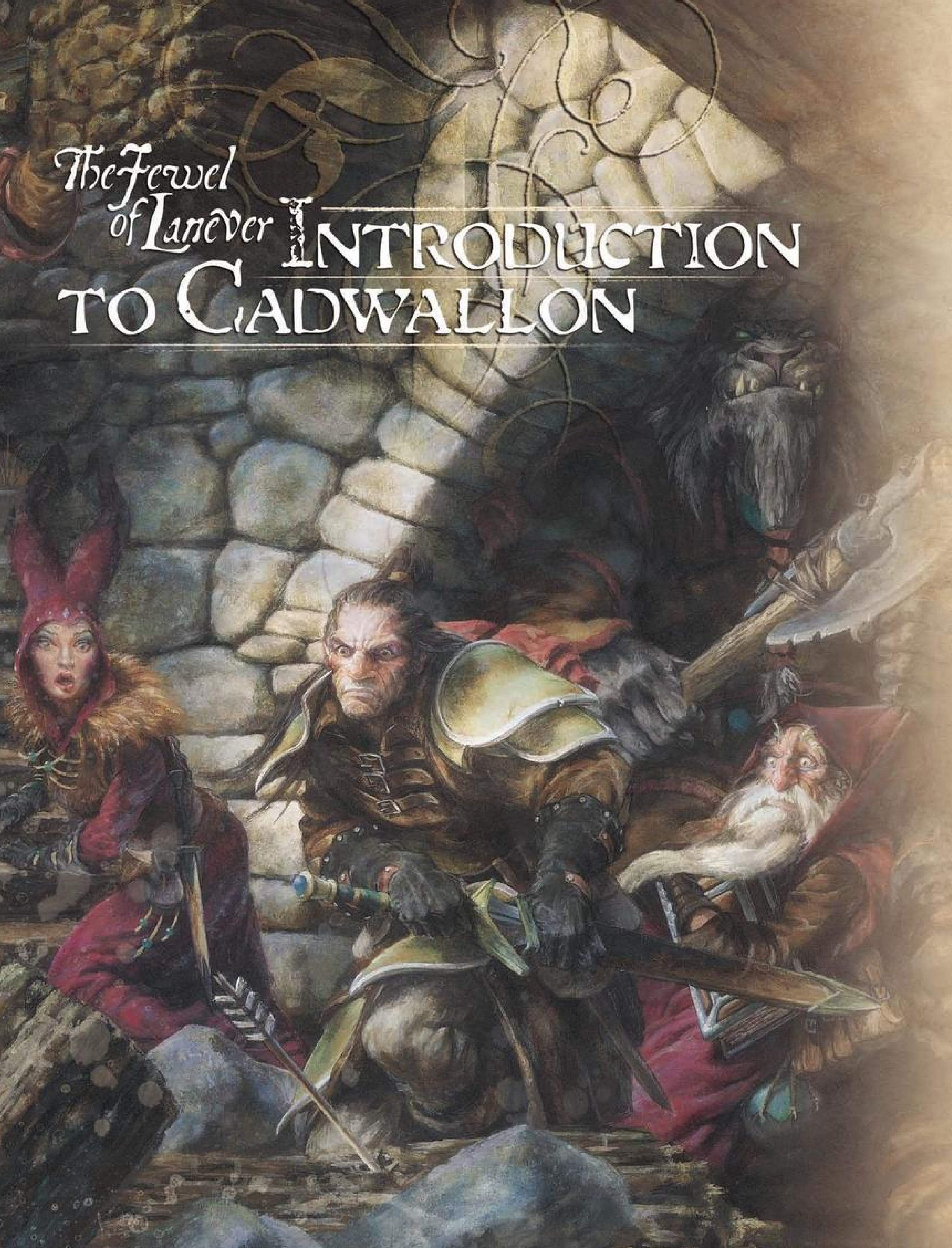
Vladar the Arrogant.





The Jewel of Lanever

INTRODUCTION TO CADWALLON



Cadwallon is a free city of Aarklash, a fantasy world torn apart by a dreadful war : the Rag'narok. This universe is the background of many games using miniatures from the *Confrontation* collection.

In Cadwallon, the players hold in their hands the fate of a party of adventurers who's purpose is to protect the city from threats (spies, traitors, rogue bands of outlaws an so on.); as well as threats from the outside (invaders, enemy powers, bloodthirsty gods and so on). Labeled "free leaguers", these individuals are destined to undertake thrilling investigations and overcome tremendous perils.

WHAT IS A ROLE-PLAYING GAME ?

Like many other games *Cadwallon* allows you to enjoy a good time among friends; but every game of *Cadwallon* is different since the players do not choose their characters from a ready made list of roles. In fact, they create their own through rules and develop them after each game! This feature is what makes *Cadwallon* a role-playing game.

ROLES FOR THE PLAYERS

Sitting around a role-playing game table, every player but one has a playable character (or PC), who are the heroes of the adventures set by an arbitrating player called the "game master" (or GM).

The GM prepares a scenario beforehand, by inventing it himself or purchasing it. From time to time scenarios will be issued in the publication *Cry Havoc* that deals with RACKHAM games. The players' decisions for their PC will allow the GM to unfold the story according to the scenario and the rules. A scenario does not always end well. Such situations should not be considered as failures, since the players can play the same character in games to come. They can still try to resolve the consequences of past mishaps while dealing with a new storyline.

These particularities (experience, interactive stories, the possibility of overcoming past difficulties) are what makes *Cadwallon* a particularly exciting game. In fact, if Boromir had been a PC, he might not have found himself isolated and he could have survived the attack by the orcs.

WHY IS IT A TACTICAL ROLE PLAYING GAME?

The most intricate situations can be interpreted in numerous ways because everyone has different understandings and representations of a situation. To avoid time wasting arguments, *Cadwallon* uses **minatures** and **gaming tiles** thought and made exclusively for the Free City. The *Confrontation* miniatures stand for the people of Aarklash and the double-sided RACKHAM tiles offer a depiction of *Cadwallon.*

Each player chooses a miniature that he details following the rules in order to create his free leaguer. In addition, the GM gathers various miniatures to embody the non-playable characters (or NPC) in his scenarios.

ADVANCED OPTIONS?

Conviviality and interaction are the essence of role-playing games. Many players enjoy customizing the rules they use, so that the rules come closer to what they expect from their gaming sessions. Some are more into the "gaming" while others are more into the "role-playing", and anyone might have a different view about the importance of some aspects of the game (initiative, magic or combat management, acting out the characters, etc.). *Cadwallon* takes this into account by offering "Advanced options" boxes, so that everyone may plan what they want to simulate. Future *Cadwallon* publications will not rely on those options. Customizing your role-playing game is part of the pleasure for every RPG player.

WHAT IS THE GM'S ROLE?

The players only need to sit down at the table, whereas the GM needs to be fully aware of:

- Events triggering the beginning of the game: a mysterious assassination, disturbing overheard conversations about a terrible conspiracy, the traces of a worrying curse and so on;
- The characters related to the plot other than the PC (or NPC): a serial killer, conjurors, a powerful undead foe and so on;
- How will the plot unfold if the PC are unable to counter these events and characters: how and when the serial killer strikes again, the location and the time the conspiracy takes place and its consequences, the next appearance of the curse and so on.

The GM follows the game rules and his common sense to help unfold the plot and represent the different events experienced by the PC. The conversation generated by the choices made by the players and the descriptions of the GM give the general direction of the story.

The GM does not always have to be the same person. Cadwallon is a particularly vast and multi-ethnic city. Therefore, the players can take turns as GM. You only need to define which district and which character each GM will play. A GM who collects a *Confrontation* army or plays *Confrontation*, *Rag'narok* or *Hybrid* will be able for instance to offer scenarios for the areas of the Free city where the people his miniatures represent dwell. Thus, each player will be able to offer the others stories that correspond to him and everyone will participate in the building of a rich and coherent Free City.

ADVANCED OPTION: NO NEED TO ROLL

The GM may exempt the player from rolling the dice when a character is in a situation with a constant difficulty (without an opposing roll).

- **By default (or "without pushing it"), it is considered that without having to roll the dice, a character automatically gets a final result equal to Attitude + Ability + 1.**
- **In order to "take the time to do things right" (in which case the time spent is ten times the normal amount for the action), it is deemed that without having to roll the dice, a character obtains a final result equal to Attitude + Ability + 3.**

This optional rule out rules the possibility to re-roll any failed attempt, since the result cannot vary.

Example: *A character has a + 5 in Dexterity (attitude) and a 4 in Climb (Ability). Should he need to climb a wall with his bare hands, he might automatically overcome a difficulty of 10. If the character decides to take his time in order to do his best, he may overcome a difficulty of 12 with out having to roll.*

WHAT ARE THE DICE FOR?

When a player describes an action performed by his or her character (unless the result of said action is automatic) the player must roll one or more dice (as described in the *Cadwallon* rules) to find out whether the character fails or succeeds. Actions are resolved by rolling six-sided dice, which we refer to as "d6".

Dice rolls, result and final result

Making a dice roll implies rolling one or more d6. The die with the highest number showing gives the result of the roll, and a bonus is added to reckon the roll's **final result**. This total is then compared with a number called the **difficulty**. If the final result is equal or superior to the difficulty of the action, the action is successfully performed. If on the other hand the final result is lower, the character fails to perform the action. We will refer to this as **overcoming a difficulty**.

In rules terminology, such a roll is codified as (number of dice)d6 + modifier. The modifier might be a negative number.

A 0d6 roll nevertheless requires that you roll one die. If the result is a ⚀, the attempt fails automatically. Otherwise, the result is 0 regardless of the number actually turning up! So the final result is equal to the roll's modifier. As it cannot be a negative number, the result will be zero at worst.

Examples :

- *3d6 + 4 means three d6 are rolled and four points are added to the best result. Therefore, if the dice show ⚁, ⚄ and ⚀, the result of the roll is ⚄ and the final result is 5 + 4 = 9;*
- *• 4d6 -1 means that four d6 are rolled and one point is removed from the best result. Therefore, if the dice turn up ⚀, ⚁, ⚂ and ⚃, the result of the roll is ⚃ and the final result is 4 -1 = 3;*
- *0d6 + 5 means the final result is 5, except if the die rolls a ⚀.*

Characters in *Cadwallon* are defined by attitudes and abilities. The abilities show how many d6 should be rolled to resolve a related action. The value added to the result of the roll is equal to an attitude. This simulation principle is described in details with the relevant rules in Book II.

In order to resolve an action attempted by a character, you must make a roll of (Ability)d6 + Attitude.

Automatic failure: If every single die gives a ⚀, that roll is an automatic failure. You do not need to calculate the final result, as the action will fail regardless of it.

Note: *Every failure is critical for a character. You must not confuse this rule of automatic failure with the "critical failure"* *or "fumble" rules common with other role-playing games. The consequences of an automatic failure are in no way worst than a failure caused by a final result lower than the set difficulty. At the very most, the GM may interpret a result as particularly catastrophic if the roll was a 0d6 roll.*

Adding rule: For each value equal to the **highest** value shown on a roll, add an extra point to the result of the roll. If a player fails a dice roll, another attempt may be made immediately. In that case, the next roll is done with one d6 less. After a series of unsuccessful attempts, the last roll based on 0d6 is **always** a failure!

Examples:

- *A roll of ⚃, ⚁, ⚂, ⚀ and ⚃ gives a result of 5 (⚃ + 1 for another ⚃);*
- *A roll of ⚁, ⚅, ⚅ and ⚅ gives a result of ⚅ + 1 + 1 = 8;*
- *⚃, ⚁, ⚂, ⚃ and ⚃ gives 6. And if two dice must be kept to determine the final result, consider it 6 + 6 = 12 because the adding rule is applied to both ⚃.*

Coordinated attempts

When several characters are working together to accomplish the same action by using the same Ability, the GM may allow them to make a common dice roll. In this case, the group chooses one character who will be the leading figure for the action and roll the dice. Each "assistant" with a positive value in the ability provides one (and only one) additional die for the roll. For an opposition roll, the total number of d6 rolled cannot exceed the ability level of the character rolling the dice. In addition, the bonus dice from the help are taken from the Reaction Pool.

Example: *Two characters are attempting to break open a double door together. As they run up to it, the GM decides this means they attack the door after a charge and asks for a Charge roll. One of the players rolls with an additional d6. If the action had been opposed, the number of dice rolled would have been limited by his level in the Charge ability.*

Note: *The coordination must be possible for the character on the playing board. In order to help someone smash through a door, for example, you must be standing close and able to charge!*

Quality and gambles

Certain circumstances allow for actions out of the ordinary. The quality is a figure that gives the measure of an action's exceptional merits: The **quality** can vary between 0 and the Potential (see further) of the character performing the action. Unless specified otherwise, every roll has a **default quality of zero**, regardless of how high the final result is. Some specific rules (for objects, abilities, etc.) may sometimes allow actions with a default quality above zero

A player may make a **gamble** by giving a number between 1 and his character's Potential. This gamble is the risk taken by the character that increases the difficulty of the roll. An action with a gamble of X has its difficulty increased by X point(s). If the action is successful, it has a quality of X.

Quality has an effect on opponents' actions, when it logically should (for ex.: Quality on a running action may make it harder for pursuers to keep up, for opponents with guns to hit you, etc.)

The GM may disallow a player from making a gamble on certain rolls if it is too easy a roll.

• Gambles to set challenges

When a player thinks his character may overcome a difficulty easily, he may make a gamble in order to outdo an opponent or to give said opponent a disadvantage (during an arm-wrestling contest, a race, etc.).

If the player obtains a final result equal or superior to the sum of the difficulty and the gamble, his character accomplishes the action with a quality equal to the amount of the gamble.

Example: *A free leaguer tries to spot his enemies in a busy part of the city. The GM asks for a roll of Scrutinize/DIS with a difficulty of X (according to the features of the district where the action takes place: noise, lighting, etc.). The free leaguer's opponents have previously hidden themselves by making a roll against the same difficulty, and by making a gamble of three. If the player does not make a gamble at least equal to three for his Scrutinize/DIS roll, he will not be able to spot his enemies. If he makes the call, he will need to make his roll and obtain a result at least three points above X (maybe more if he has made an even bolder gamble!).*

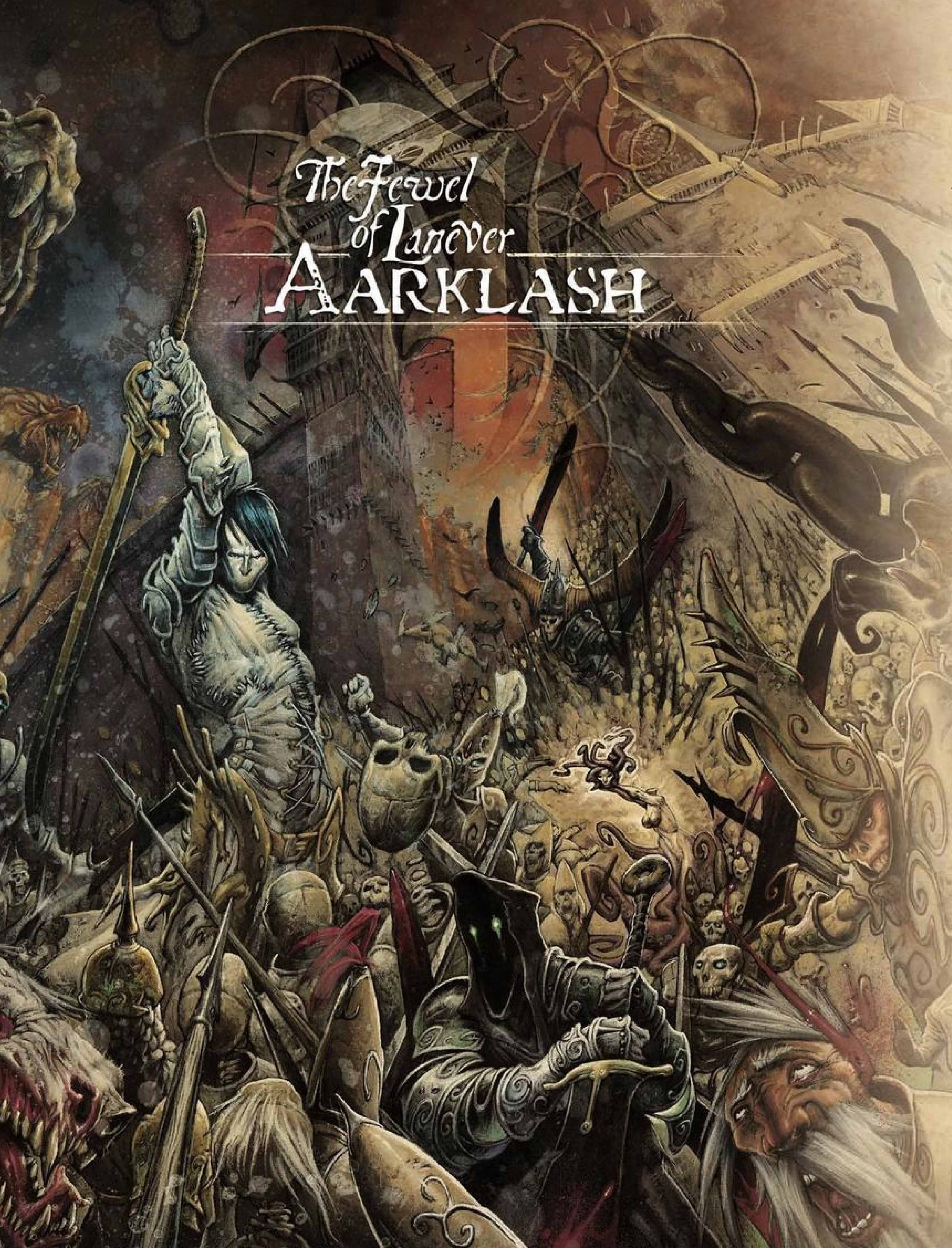
• Gambles for special effects on some actions

When a player thinks his character can easily overcome a difficulty, he may make a gamble to gain further advantages. Some game effects anticipate this by giving predetermined advantages (damage bonus, benefits in a struggle for influence, etc.) when such an action is successfully made with a gamble. In such cases, the gambles have no effect on quality, because they already have another game effect!

If the player obtains a final result equal or superior to the sum of the difficulty and the gamble, his character accomplishes the action with the special effects described by the rules.

The Jewel of Lanever

AARKLASH



A WORLD AT WAR

It was an age where time did not exist ... The age of the gods. The gods traveled the **Creation** unrivaled. Their empires knew no limit and extended over entire worlds born from the magic energies of the Creation.

Discord came and the gods waged war among themselves for supremacy. The crumbling of the dying worlds almost led to the collapse of the Creation and the death of everything. The Creation fought back. The gods were brutally thrown off their thrones and sent into exile beyond the borders of the elemental worlds, **Realms**. Time appeared, imposing its curse to the vain immortals: if they dared to reappear, they would suffer the punishment and would be forever forgotten. Thus, the age of the gods ended.

However, one does not get rid of these terrible forces so easily. After thousands of years in exile, the gods continue to wage war through their champions - Incarnates - and their most faithful allies.

The balance is once again under threat. The curse of Time is fading. Darkness seizes the heart of the brave and the gods get ready to lead their armies.

The ultimate age has come.

A CONTINENT LOST IN DARKNESS

Not far from the heart of the Creation is a sought after Kingdom: **Aarklash**. Magic thresholds can be opened there to travel to all the Realms, including those where the gods are imprisoned. The future of the Creation is linked to the fate of this singular world.

The history of the continent of Aarklash was written by the victors of the great wars of the past. The glory and the prestige of the conquerors of long gone eras hide fratricide wars and dreadful lies. The nations of Aarklash were built on pain, blood and treachery. Some nations did not resist the erosion of Time. From their ashes, larger and stronger empires arose, yet also younger and drawn towards the warlike temptations of power. The desire for revenge or domination thrives in the memory of the sovereigns of this land soaked in blood.

Many and diverse are the cultures of the peoples of Aarklash. Those who share a close philosophy or common objectives forged alliances to face the enemy and to secure a crushing victory. Thus, three great **Alliances** came to be.

- **Paths of Destiny** cherish their freedom and refuse stubbornly the future promised by the powers of Light and Darkness. They are the most ancient peoples of the continent: the Daïkinee elves, the goblins of No-Dan-Kar, the dwarves of Tir-Nâ-Bor, Wolfen of Yllia and their enemy brothers who follow the way of Vile-Tis. Just like the orcs of the Bran-Ô-Kor and those of the Behemoth Mountains, the peoples of Destiny refused to give in to the temptation of the split and choose a side; a concept introduced on Aarklash by the humans.

- **Ways of Light** work to create an age of reason and prosperity. They try to seduce the most prosperous civilizations, such as the dwarves. If the kingdom of Alahan, the empire of Akkylannie and the tribes of Avaggdu are all human nations, the Ways of Light also include a young elven nation: the Republic of Lanever. These civilizations try to push away the forces of Darkness. They respect the peoples of the Destiny, even when these refuse to assist them.

- **Meanders of Darkness** keep trying to quench their thirst for power and do not hesitate to appeal to the most terrifying and the most twisted powers. If the living-dead of Acheron, the alchemists of Dirz and Drune nation are human powers which study the lore of dark magic, they are allied to weird creatures, such as the dwarves of Mid-Nor and the Akkyshans elves. These dreadful forces sharpen their weapons of destruction to silence forever the Ways of Light. Most of them see in the Paths of Destiny worthy opponents.

The war Lords of Aarklash cured the wounds inherited from their fathers and gathered armies for the end of the world. All are getting ready for the **Rag'narok**, a merciless war announced by ancient prophecies, but of which the mortals still ignore the real stakes..

A FREE CITY

In these hours of darkness, Cadwallon is a cosmopolitan city outside the conflicts of the Rag'narok. The center of all the attentions. The powerful and the most ancient races of Aarklash contemplate it with a mixture of envy and hope, but also fear and aversion.

Cadwallon is the City of Thieves.

Fortunes are made and lost there along its winding alleys. Silk and rags mingle when night comes. The powerful and the miserable mix in a ballet of merciless and murderous intrigues. Far from the wars that set the continent ablaze, emissaries coming from all over Aarklash meet to negotiate in the corridors of the prestigious embassies and the backrooms of the most infamous inns.

Cadwallon is a Venomous Rose.

The noble towers of the upper city, which challenge the heavens each day, take root in the back alleys of the low city, choking in poverty and despair. The balance of the precarious alliances allows the arrogant aristocrats of Cadwallon to sit with the most powerful sovereigns of Aarklash. They have numerous enemies, but allow themselves to impose their rule when one dares to challenge them.

Cadwallon is the Jewel of Lanever.

Like a ring of darkness set with a glistening diamond, the Free City draws the banished, the dispossessed and all those who refuse to die in the name of the glory of the commanders of the Rag'narok. A lost people from diverse horizons live there, united by the laws of the dukes of Cadwallon.

Once cursed and deserted, lost in the jungle of Lanever, Cadwallon was conquered by a handful of adventurers seeking glory and wealth: the Dogs of war. The latter, led by Vanius, had to face a thousand hazards to reach their goal, but they were met with fortune. Since the exploits of the Dogs of war, Cadwallon is a **free city**.

Today, more than a hundred and fifty years after the legendary battle of the Wall of Earth which saw these adventurers battle against the Meanders of Darkness, the free leagues, the heiresses of the Dogs of war, are the guardians of the independence of Cadwallon. Their members are the free leaguers. Thanks to them, the Jewel of Lanever is spared by the Rag'narok. Nevertheless in its heart, somewhere along the border that separates shadow from light, lies the secret, which will seal the destiny of Aarklash, therefore the destiny of the Creation.

THE PEOPLE OF A WORLD AT WAR

The people from all over the world are welcome to Cadwallon, if they obey the ducal laws. Therefore, it is hardly surprising to see visitors stunned by the cosmopolitan magnificence of the streets and galleries of the City of Thieves where individuals from all over the continent established themselves and live there lives. Even before considering oneself as an elf, a goblin or a Wolfen, every Cadwë is above all a citizen of Cadwallon.

The following pages offer an overview of the various races, which live in the Free City. The race of an individual is different from its culture. Depending on the race, one dominates the other. Thus, a dwarf remains a dwarf, even if he was raised in the shadows of the Aegis Mountains (Paths of Destiny) or in Akkylannie (Ways of Light), whereas the humans and the elves of the various Alliances are very different from one people to another.

SPECIAL FEATURES

The presentations of the races and the cultures that are playable in Cadwallon are all ensued with a box, which lists their special features.

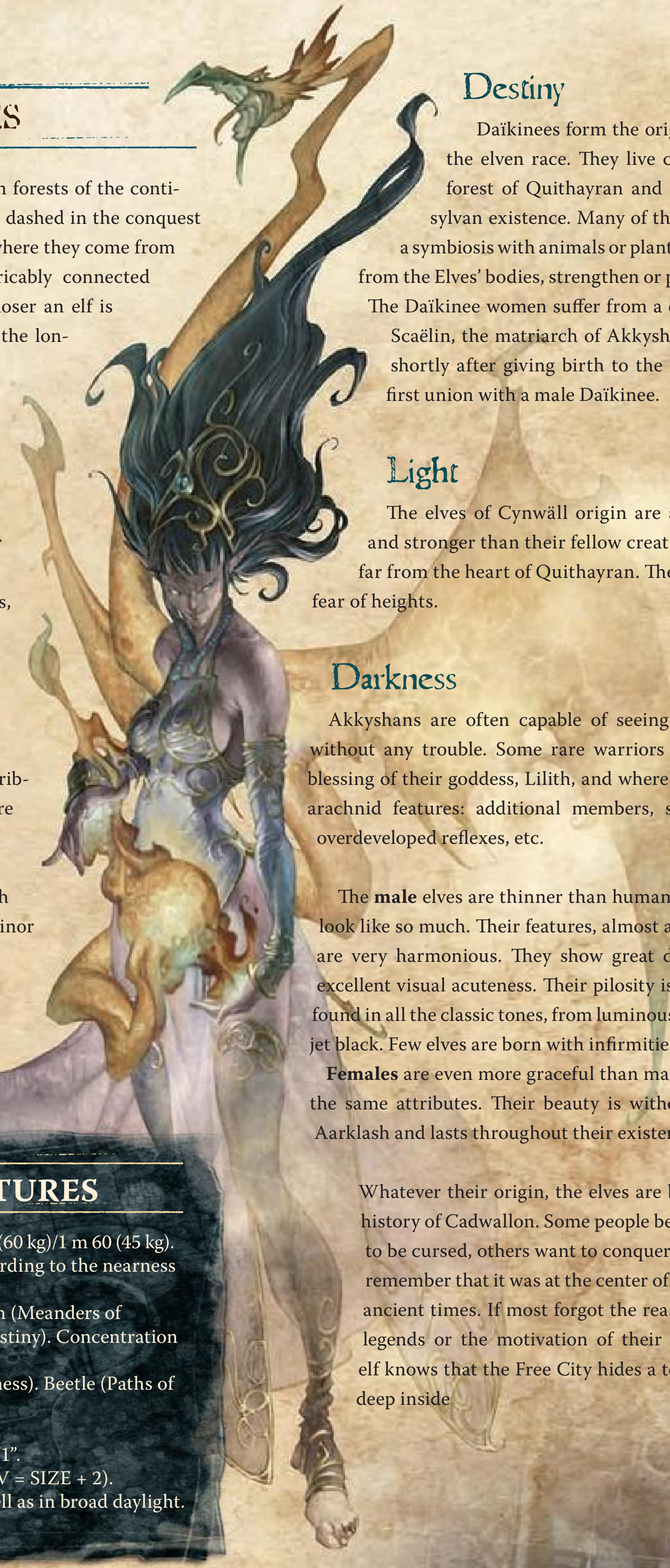
Average size and weight M/F: Size and average weight for both genders.
Life expectancy: It is rare to live longer.
Distinctive features and feats: Collectively representative features of this race. This piece of information has an impact in the game.
Cultures: Every culture is associated to a totem. This piece of information has an impact in the game.
Size: Reference size in game. This piece of information has an impact in the game.
Base: Nature of the base of a miniature representing a member of the race. A base larger than a square is a drawback in urban areas. This piece of information has an impact in the game.
Assets: Peculiarity put forward by rules. This piece of information has an impact in the game.

THE ELVES

The elves appeared in the western forests of the continent, long after the other races had dashed in the conquest of Aarklash. Even the elves ignore where they come from and why their existence is inextricably connected to the forest of Quithayran. The closer an elf is to the heart of the Eternal Forest, the longer his expectancy and the better his body defends itself from the outside attacks. The presence of the Fayes, the spirits of nature live in Quithayran, seems to have the same effect on the "Maalivatë", "those who have left" who live far from the cradle of their race.

Except some typical racial features, such as a more slender silhouette and longer ears, the elves look pretty much like humans. Union with the latter is fertile and gives birth to the half-elves.

The elves have paid a heavy tribute to History; their race is no more one people, but three: Akkyshan, Cynwäll and Daïkinee. Besides culture, these factions distinguish themselves from the others by minor morphological differences.



SPECIAL FEATURES

Average size and weight M/F: 1 m 70 (60 kg)/1 m 60 (45 kg).
Life expectancy: 60 - 120 years, according to the nearness of the forest of Quithayran.
Distinctive features and feats: Toxin (Meanders of Darkness). Regeneration (Paths of Destiny). Concentration (Ways of Light).
Cultures: Spider (Meanders of Darkness). Beetle (Paths of Destiny). Dragon (Ways of Light).
Size: Medium size (3).
Base: Infantry (25 x 25 mm) or type "1".
Assets: Stylish (STY + 2). Swift (MOV = SIZE + 2).
Akkyshans (Spider) see at night as well as in broad daylight.

Destiny

Daïkinees form the original stem of the elven race. They live closest to the forest of Quithayran and still follow a sylvan existence. Many of them maintain a symbiosis with animals or plants, which feed from the Elves' bodies, strengthen or protect them. The Daïkinee women suffer from a curse cast by Scaëlin, the matriarch of Akkyshans: they die shortly after giving birth to the fruit of their first union with a male Daïkinee.

Light

The elves of Cynwäll origin are a little taller and stronger than their fellow creatures, but live far from the heart of Quithayran. They do not feel fear of heights.

Darkness

Akkyshans are often capable of seeing in the dark without any trouble. Some rare warriors received the blessing of their goddess, Lilith, and where blessed with arachnid features: additional members, strength and overdeveloped reflexes, etc.

The **male** elves are thinner than humans whom they look like so much. Their features, almost androgynous, are very harmonious. They show great dexterity and excellent visual acuteness. Their pilosity is weak and is found in all the classic tones, from luminous blond to the jet black. Few elves are born with infirmities.

Females are even more graceful than males and share the same attributes. Their beauty is without equal on Aarklash and lasts throughout their existence.

Whatever their origin, the elves are bound to the history of Cadwallon. Some people believe the city to be cursed, others want to conquer it and yet all remember that it was at the center of attentions in ancient times. If most forgot the reasons of these legends or the motivation of their leader, every elf knows that the Free City hides a terrible secret deep inside

THE GOBLINS

Most people think that the goblins come from the swamps of No-Dan-Kar. Others, with more education, claim that they lived in the depths of the Aegis Mountains before the dwarves settled there. Some rare scholars, finally, whisper that the goblins appeared from the void when the world began.

The genetic heritage of the goblins is erratic. No characteristic can be universally verified within their race since the mutants appeared, near the year 820.

The goblin is relatively puny and endowed with little cold blood. This rather humble appearance hides a sharp-witted being with a colorful personality.

The goblins are alert. To them, the exploitation of the resources of their environment is a second nature, even if they have a hard time restraining themselves. Their great tactile sensibility, their lack of physical arguments in front of adversity and their innate curiosity confer them a visionary imagination. This inspiration pushes them to the manufacturing of tools and artistic expression. The goblins are unequalled inventors and main promoters of written material through Aarklash. Some are hardened city-dwellers while others live in tribes, isolated in forgotten forests.

The goblins are underestimated and even frequently abused by other races. These vexations have cruel repercussions: goblins tend to put their inventiveness to the service of vengeance and often show a tendency for perversity when they have the advantage over their opponent. They also show spontaneous solidarity when their community is threatened. To attack a goblin is to attack his family, his tribe... Once the danger is past, and the goblins find themselves alone; discord usually soon sets in and the group disbands.

The goblin population includes an increasing number of brats and mutants. The exact origin of this phenomenon is unknown. The clergy professes that it is the manifestation of the wrath of the Rat god. Whereas scholars tend to believe in an unavoidable degeneracy of the blood.

The brats are parodies of goblins, insignificant, stupid, but extremely numerous creatures. A female who gives birth to a litter of brats has every chance of becoming sterile afterwards.

The mutants bear their name well. Nature endowed them with varied, advantageous or crippling alterations, for which they are respected and feared. They bear the brand of Rat, the god of the multitudes.

There is not a place goblins have not settled. Those of Cadwallon are one of the oldest communities and most thriving. Like all the representatives of their race, the cadwë goblins quarrel for the control of the goods and the money generated from its commerce. Besides, they considerably influence the geography of the city, which has to take into account their small size and their high birth rate.

SPECIAL FEATURES

Average size and weight M/F: 1 m 50 (40 kg)/1 m 40 (35 kg).
Life expectancy: 30 years, with large amplitude for the mutants.
Distinctive features and feats: Survival instinct.
Culture: Rat (Paths of Destiny).
Size: Short (2).
Base: Infantry (25 x 25 mm) or type "1".
Assets: Opportunist (OPP + 2). Swift (MOV = SIZE + 2). In case both characters are the same Size to determine initiative, the goblin wins over another short size fighter

THE HUMANS

The humans, stemming from the mythical continent of Kel, arrived on Aarklash at the dawn of the age of the Rebirth. Then chased away from their native land, the people of Kel sailed of to find new horizons to be conquered. Alas, not all agreed on how to proceed and soon discord appeared. The human race split up as it took over the continent. Men tore themselves to pieces over excessive ambition, in the name of an ideology or religion; thus, they created powerful civilizations under the sun, caressed by the wind or eager for blood. Very soon, some chose to follow the Ways of Light, the others preferred to trust the Paths of Destiny, the others even got lost in Meanders of Darkness.

Even more than the other peoples, the humans shine through the complexity of their culture, the depth of their knowledge and the prestige of their sovereigns. Without the permanent war among themselves, there would not be any of it. Indeed, a drive for conquest and a fratricidal instinct govern the human destiny. Contrary to the dwarves, the humans do not share an instinct of immediate brotherhood. Their culture of origin and their social environment are determining factors when they have to interact. A human is capable of the best and the worst, capable of showing the spirit of self-sacrifice as well as dealing the most hideous tortures.

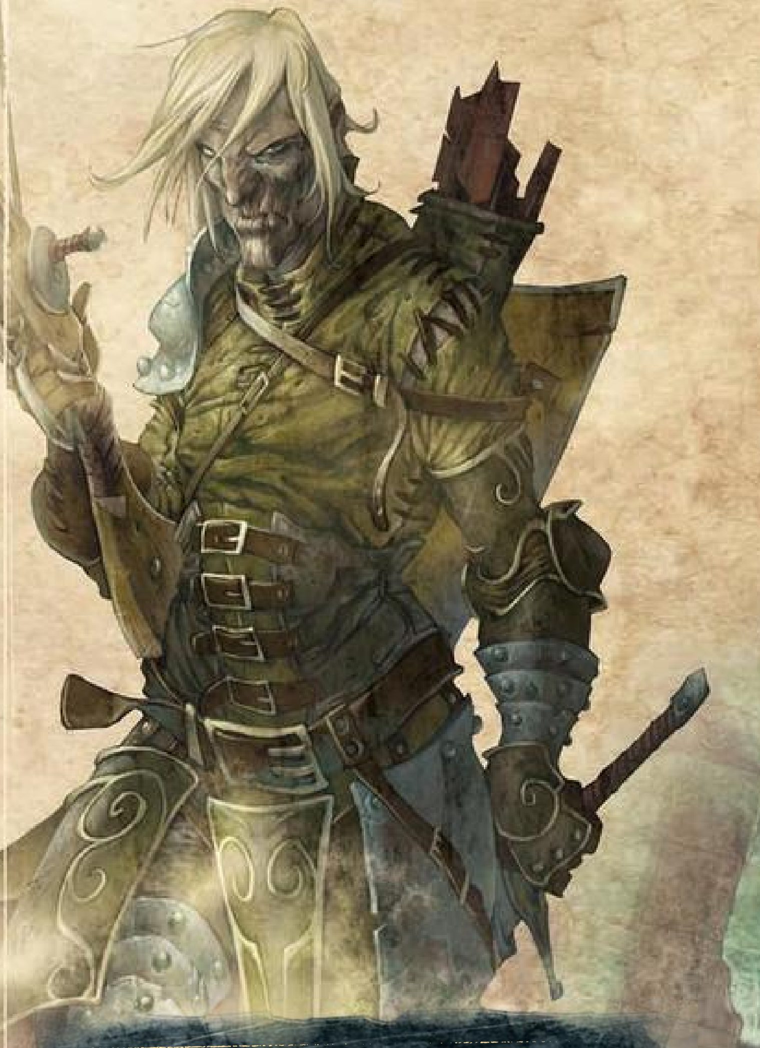
The Free City of Cadwallon is the symbol of the disparity of men. Travelers and diplomats of all the horizons rush there and give in to their secular hatreds. The human cadwës, the descendants of this noble and murderous race, can be proud of the wealth of their lineages. Will they also inherit of glorious curse of their fathers, or will they manage to look beyond their differences to conquer prosperity?

The **male** humans show a large variety of appearances. It is the legacy of the legendary adaptability of their race. Different latitudes have privileged some physical features rather than others. Moreover, cultures have favored certain clothing styles. Fair haired, brown haired and red haired people live, dressed in animal hides or in the finest silk.

Apart from a generally less important muscular mass, the human **females** share the same features as the men. Here again, culture is a primordial influence on their position within society and the choice of clothing. Some are seen as mere breeders, others manage to evenly match men, and even surpass them in many domains.

In a universal way, clothing has a particular importance according to the social status within the human race. The better-clad individuals are those who have the power.

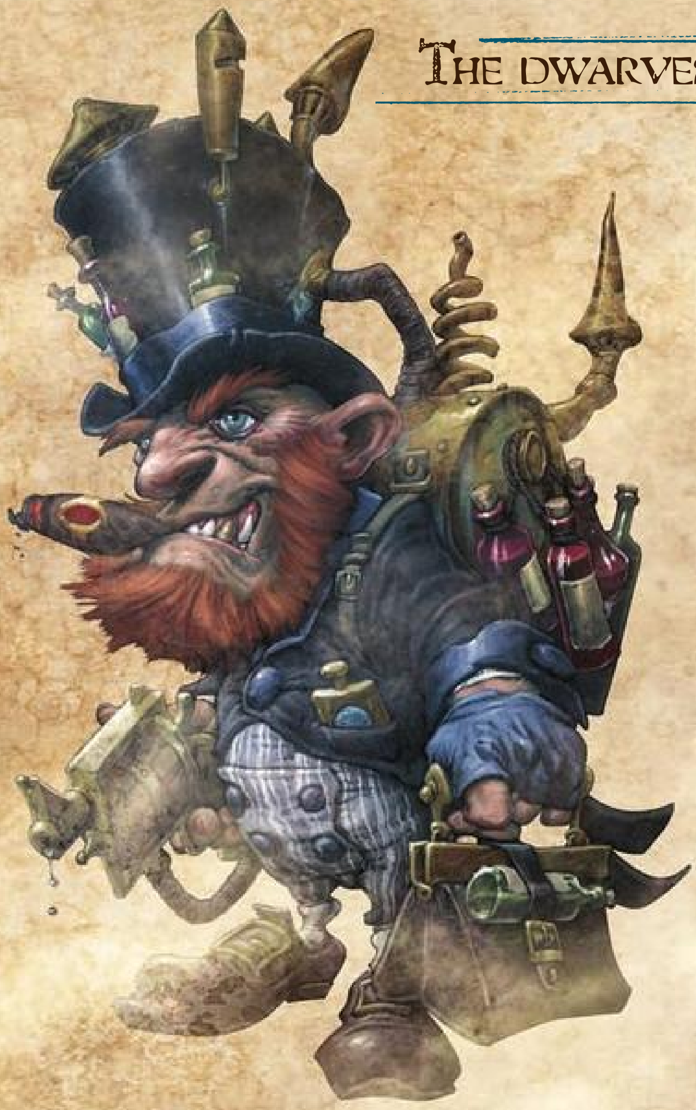
The humans came from a distant land, beyond the seas, which line the continent. They quickly domesticated their environment and rivalries grew between the various clans. If no human nation has ever appeared on the shores of Cadwallon since, the Free City suffers none the less from the influences of the wars that divide the human race



SPECIAL FEATURES

Average size and weight H/F: 1 m70 (65 kg)/1 m 60 (50 kg).
Life expectancy: 55 years.
Distinctive features and feats: Depends on the culture.
Cultures: Lion, Griffin and Minotaur (Ways of Light), Ram, Stag and Scorpion (Meanders of Darkness).
Size: Medium size (3).
Base: Infantry (25 x 25 mm) or type "1".
Assets: Subtle (SUB + 2). Dominant race; most of the inhabitants of the continent are human or under the influence of their cultures. Drunes (Stag) see at night as well as in broad daylight.

THE DWARVES



The dwarves have always populated Aarklash ever since the beginning of the Creation. They believe to have been conceived and named by the gods at the same time as the other races.

Light and Destiny

The dwarves are considered for their extraordinary stamina. They share an intimate link with the earth and have a natural tendency to dwell in subterranean locations or isolated on vast plains. They are reluctant to move and hate strangers. Finally, they possess a sharp sense of the community: even though they might come from different regions and meet for the first time, two dwarves would feel shared trust at once.

Males bear a developed pilosity. Bearing a dense and decorated beard is not a social imperative, although it is widely spread.

Females are less stocky than their congeners, but just as stout. The fingers and their limbs, less massive, predispose them to the activities requiring agility and precision.

Darknesss

The Possessed are dwarves bewitched by gruesome magicians. Their leader, the Despot, being originally a dwarf of Tir-Nâ-Bor, has turned his threatening gaze towards his fellow creatures.

During a dreadful ritual, the soul of a dwarf is imprisoned, whereas its internal organs are collected in a canopic doll. The body of the victim is skinned. It is sewn then with the skin of the other victims, as well as with additional cloth, to form a macabre parody of a body.

The canopic doll comes to life at the same time as the Possessed. Its features resemble vaguely those of the Possessed to which it is bound. These strange idols must be fed by plunging them into blood; otherwise, they sink into a lethargy, which gives them the appearance of simple rag dolls. A Possessed and his doll share a powerful empathetic link: if its canopy doll is destroyed, the Possessed dies.

The skin and the organs of the Possessed decompose at a very variable pace. It is necessary to them to renew them to avoid destruction. For that reason, heat, the sun and water are sources of danger, which are dreadfully painful to the Possessed if exposed to them more than a few minutes.

In Cadwallon

The dwarves do not like to live far from the Aegis Mountains. Cadwallon is one of the few cities of Aarklash, which can boast of having seduced these hard-boiled beings that contributed to the architectural development of the city. Cadwës owe their most modern districts to the dwarves, as well as numerous innovations. This does not prevent certain city-dwellers from alleging the dwarves with secret intentions, such as exploitating the Cynwäll vestiges.

The Possessed whom one can meet on the streets of Cadwallon are renegades. They are hunted down by their fellow creatures because their link with the Despot was broken by some demon from the depths.

SPECIAL FEATURES

Average size and weight M/F: 1 m 60 (60 kg)/1 m 50 (35 kg).
Life expectancy: 90 years for the Ways of Light. Several centuries for the Meanders of Darkness.
Distinctive features and feats: Hard-boiled for the Ways of Light. Night vision and Possessed for the Meanders of Darkness.
Cultures: Wild Boar (Paths of Destiny). Griffin (Ways of Light). Hydra (Meanders of Darkness).
Size: Short (2).
Base: Infantry (25 x 25 mm) or type "1".
Assets: Disciplined (DIS + 2). Resilient (SIZE HP / health status).

THE OGRES

The ogres are native of mountainsides of the Aegis Mountains and used to live in families loosely spread around the cradle of their race. The Rag'narok came prematurely for this terrible race. Their wild appetite and their brutal customs did not allow them to adapt to the new era and, one after the other, they were exterminated by the civilizations of the countries in which they lived. The ultimate survivors, led by the warrior Khaurik, took refuge in Cadwallon where duke Vanius offered them a new homeland. Some clans of wild ogres still survive in the most secluded sanctuaries of Aarklash, notably in the Bran-Ô-Kor and on the island of Zoukhoï, but the majority live in Cadwallon.

The ogres possess no survival instinct, which makes them unpredictable and terrifying when they are angry. On the other hand, they are naturally loyal and faithful to the causes that they chose to embrace. It makes them particularly difficult to corrupt. Therefore, the guard of Khaurik, exclusively consisting of ogres, is an elite unit dedicated to the protection of the Duke.

The ogres have a limited life expectancy; ageing is however interrupted when ingesting the flesh of the young and innocent in considerable quantity. A bloody feature that they attribute to the god Hyffaid urges them to indulge in disgusting feasts. Although they can decrease the urge easily, this voracious instinct sometimes leads them to devour defenseless victims, notably maidens and children. In order to avoid the temptation of eating their offspring, the ogres entrust them to «godfathers» from other races. Being the godfather of a child ogre is an expensive and difficult task, but it is source of prestige in Cadwallon. To benefit from the sincere and loyal friendship of an ogre family is also an invaluable guaranty of safety.

The **male** ogres are mountains of flesh, muscles and appetite. They walk the city, bent, their small head rocking slowly over a generous belly. They take great care of dressing and of living according to cadwë fashion, but nothing can make the carnivorous aura which surrounds them vanish. One needs to be either bold or well protected to oppose an ogre, without speaking even of provoking him.

Female ogres are much less massive than their congeners and often extremely sensitive, notably when they are pregnant. They dress in a simpler way and try by all the means to integrate the cadwë society.

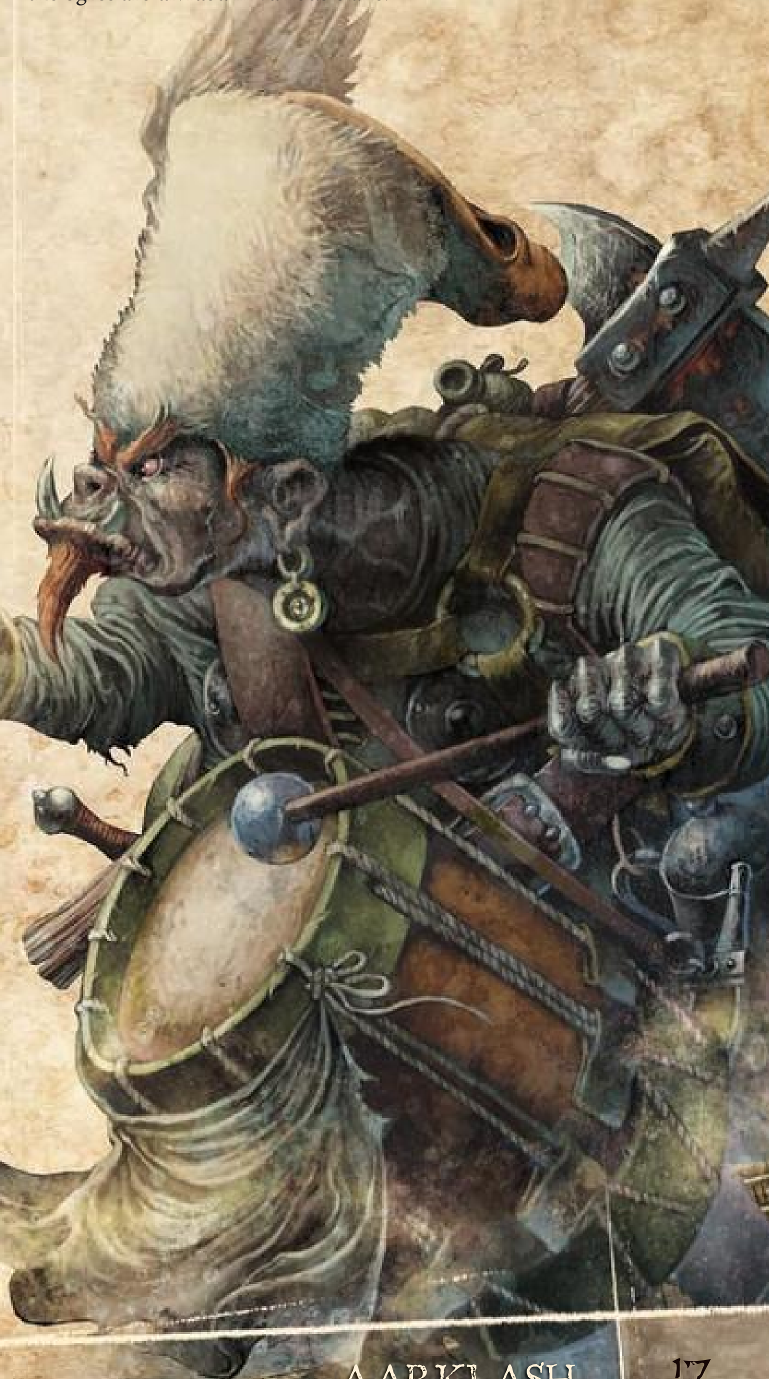
The ogres were not able to organize into a nation and never found a collective reason for participating in the Rag'narok. They nevertheless became integrated into many cultures.

Cadwallon, faithful to its role of earthly haven, shelters a large number of representatives of this race. The scholars claim that the ogres are divided in various clans.

SPECIAL FEATURES

The major part of the ogres lives in Cadwallon. They are not numerous enough to be able to point out distinguishable races or cultures.

Average size and weight H/F: 2 m 20 (280 kg)/2 m 00 (160 kg).
Life expectancy: 40 years. The ogres do not age if they feed on flesh of young and innocent preys.
Distinctive features and feats: Brutal, Hard-boiled or Sequence.
Culture: Upper city or low city (Cadwallon).
Size: Large size (4).
Base: Infantry (37, 5 x 37, 5 mm) or of type "1, 5".
Assets: Disciplined (DIS + 2). Strong (POW = SIZE + 1). Frightening.



THE ORCS

The orcs were created in 808 in the cloning tanks of Shamir, the capital of the empire of the Syharhalna (Scorpion). Conceived by crossing goblin and human genetic material, the Khorda clones - the original name of the orcs - turned out more intelligent and more powerful than their creators expected. Khorda rebelled in 852 and, having perpetuated a thorough massacre, sought to hide in Bran-Ô-Kor (a handful of them settled in the Behemoth Mountains).

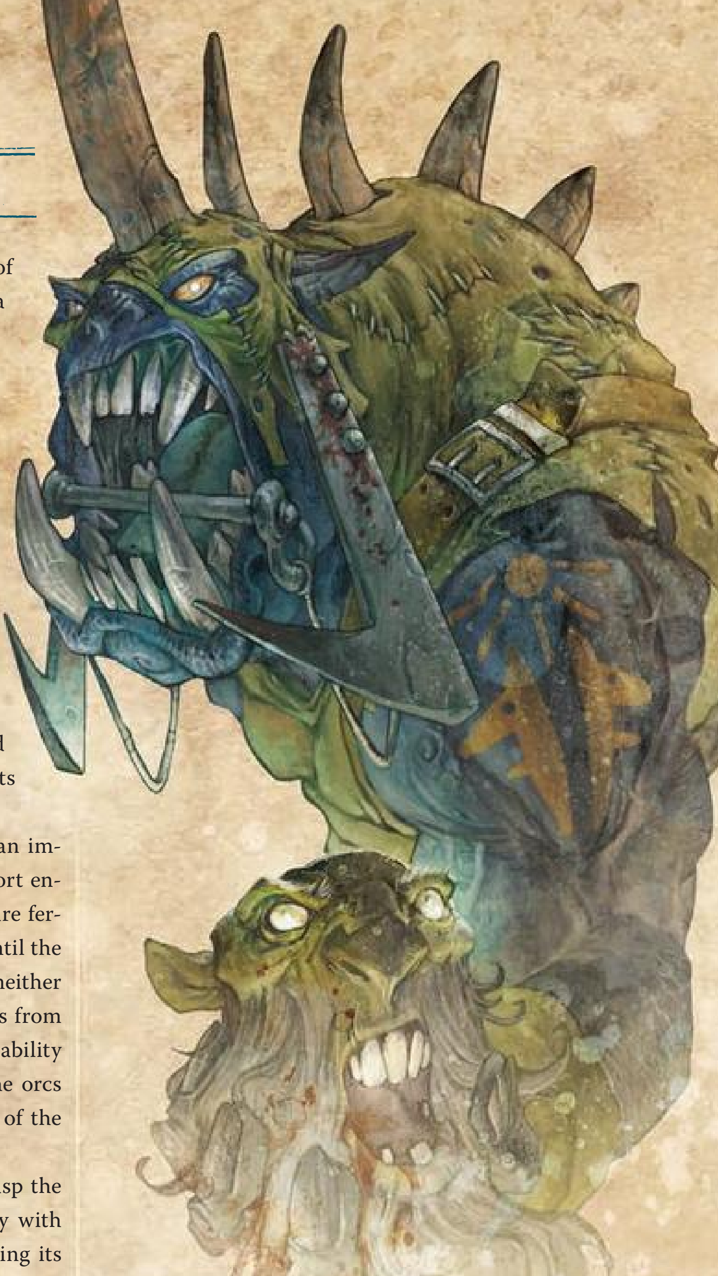
Since them, the youngest of the races of Aarklash has been prosperous. The most reckless of them left their kin and ventured further and further on the continent's roads. Cadwallon constitutes the second largest orc community in terms of population. An increasing number of orcs answers the call of the Jackal god and sets off for the City of Thieves in an attempt to unveil its secrets.

The orcs bear war within them. They easily develop an impressive muscular structure and show endurance to effort envied by the other peoples of Aarklash. The orc women are fertile at a very early age. In addition, they remain fertile until the end of their days. Although they cannot reproduce with neither of them, the orcs inherited the best features of the races from which they were created. They possess the goblins' adaptability and the humans' craving for conquest. The blood of the orcs still carries the stigmata of the impious manipulations of the technomancers.

Most of the time, the orc magicians are unable to grasp the subtleties of six the Elements. They develop an affinity with a totemic sort of magic called instinctive magic. Drawing its strength from the mana rather than its essence, they can use any kind gem to cast their primitive magic.

SPECIAL FEATURES

Average size and weight M/F: 1m75 (95 kg) / 1m70 (80 kg).
Life expectancy: 50 years.
Distinctive features and gifts: Brutal.
Cultures: Jackal (Paths of Destiny).
Size: Medium size (3).
Base: Infantry (25 x 25 mm) or type "1". Some individuals are particularly massive: creature (37, 5 x 37, 5 mm) or of type "1,5".
Assets: Skillful (DEX + 2). Strong (POW = SIZE + 1). Natural weapons: Fangs. Instinctive.



Males, showing an overdeveloped muscle structure and with an aggressive face, are real brutes. Those who belong to warrior or mystical castes often display tattoos and tribal amulets.

Females are few in numbers. Hardly less muscular than males, they are nonetheless as ferocious.

The orcs are not city-dwellers, but their instinct urges them towards the vestiges of the Jewel of Lanever. Many dream about the groves in the gardens of desire along the way, which leads them into the ruins of the old city. On arrival, all are bewildered to find such activity there and think about leaving. Yet, they trust their instinct and integrate the cadwë society, convinced that the spirits will deliver them the secret of the city of their dreams. The orcs are particularly appreciated among those who value physical power and the adaptability, two of the main strong points of this warrior race.

WOLFEN

SPECIAL FEATURES

Average size and weight M/F: 3 m (450 kg)/2 m 70 (380 kg).
Life expectancy: 120 years.
Distinctive features and feats: Born killer.
Cultures: Wolf for Wolfen of Yllia and Hyena for the devourers of Vile-Tis (Paths of Destiny).
Size: Large size (4).
Base: Creature (37, 5 x 37, 5 mm) or type "1,5".
Assets: Pugnacious (DRI + 2). Swift (MOV = SIZE + 2). Frightening. Natural weapons: fangs and claws. Instinctive and heightened sense of smell. Good night-vision.

A wild and intimidating race, the Wolfen reign where the "civilized" peoples did not impose their corruption. Nobody can evade their animal fury. The origins of the Wolfen are lost in the mists of time; their legends, passed on orally through the ages, claim that they would have been born from the union of Yllia, the moon-goddess, and from the most powerful of all the wolves.

Not only are they impressive in size, it is their heightened predatory instinct which characterizes best Wolfen. Their instinct rules their behavior in their environment and multiplies tenfold their natural abilities. The law of the fittest applies from burrow to barrow: hardly a third of wolf cubs reaches the age of the weaning. The predatory instinct sometimes reaches disturbing extremes. Wolfen have carnage in their blood and their lust for killing is never satisfied for long.

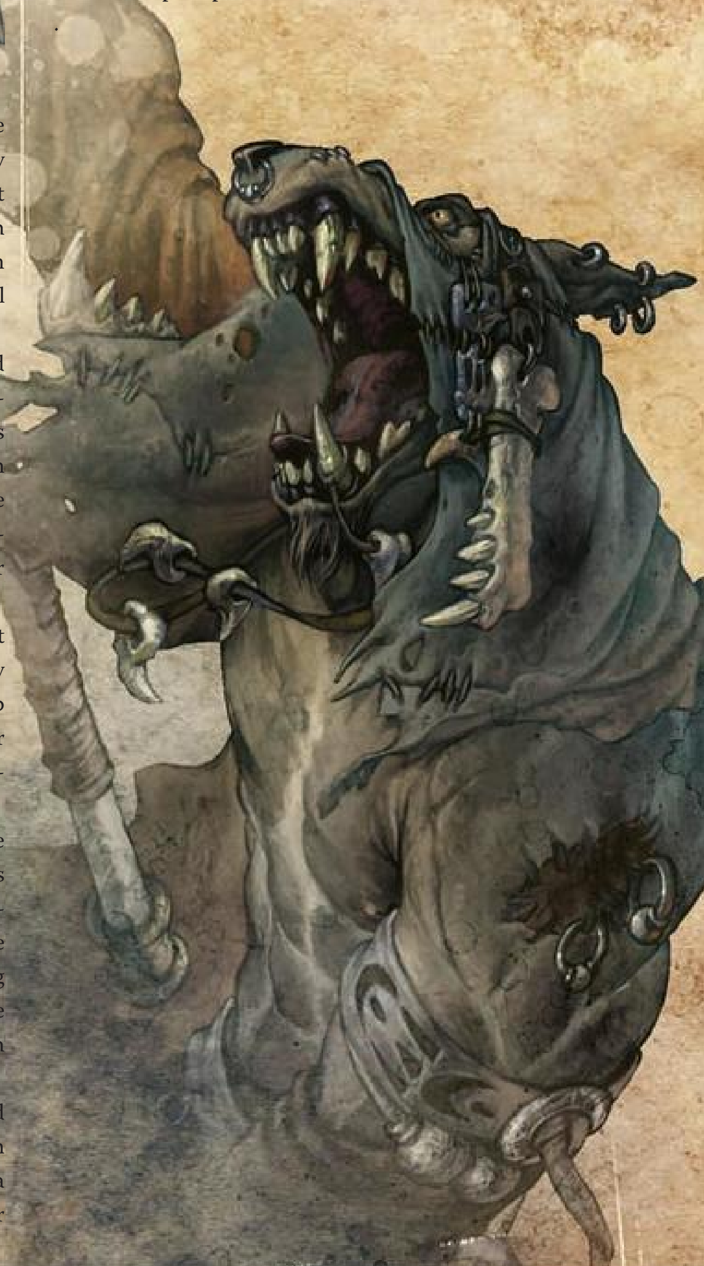
One can find these predators anywhere on Aarklash. The great majority are organized in nomadic packs, which follow the prey or plunder the resources needed for their survival. Others keep large protectorates and defend their territory bitterly. Their muscular mass and their coat vary from a pack to the other, according to the climate and the resources available.

Formerly united under the laws of the moon-goddess, the Wolfen know an era of unprecedented danger. Their race is torn bit by bit by religious and cultural schisms. For the youngest, the predatory instinct turns into a murderous impulse, the phenomenon that the elders have given the name of "Spawning of Devastation". A handful of rebels and adventurers leave the wild and go to the cities to look for a remedy for the evil, which threatens their race, to find a refuge or to hunt down preys.

Male Wolfen are true beasts in combat. Their muscular and massive legs allow them to run fast and far. Relying solely on their natural talents to survive, Wolfen are endowed with a physical appearance, which allows them to overcome their preys easily. The strongest individuals become the elite warriors and the pack leaders of their people. Their mouth full of fangs is that of a wolf and the hands bear claws.

Females, apart from their more slender physical appearance, share the same attributes as males. They are generally better dressed than their male counterparts are and wear rudimentary jewellery. Subjected to the same laws as their congeners, they compensate for their less impressive muscle structure with agility and speed.

The vegetation of the Free City is so particular that some Wolfen see there the supernatural influence of Yllia. Whatever the share of truth in this belief, one can find Wolfen in all the rural fiefs of Cadwallon. They carefully avoid the other districts because their size prevents them from living as comfortably as in the wide-open spaces of Nature.



The Jewel of Lanever

A FREE CITY

HISTORY

Cadwallon is a place filled with history and myths. Well before men began digging into the city's ground, the high Cynwäll tower dominated the sea. According to the legend, other peoples that have disappeared since lived here long before this tower was built.

THE CITY OF EXILES

The Cadwës know little about these legends. Only the most erudite and most forthcoming Daïkinee elves tell of an ancient people whose territory stretched over here, a powerful yet bloodthirsty people allied to the most evil dragons of the whole Creation. Concerning these matters, and especially concerning the alliance with the venerated reptiles, the Cynwälls have always refused to express themselves, so there is nothing to confirm the Daïkinees' claims.

Those who have explored the underground tunnels of Cadwallon claim that in the entrails of Aarklash lie ruins of unknown architecture of which the Automat, a gigantic articulated statue, is the ultimate visible remnant still working. Cylindrical tunnels wind underground and lead to forgotten sanctuaries, domes of stone and rock covered in moving symbols that reflect the shadows.

Among the Voyagers, the magicians who explore the strange lands lost beyond the common senses of mortals, a legend claims that the Cadwë tunnels lead to another world, an accursed and labyrinthine country. This maze is said to be the proof that the Cynwälls inherited the power of a foreign people.

When Elhan and his followers embarked on the path of exile to found the Cynwäll nation* they settled the land now known as Lanever. Lying at the mouth of the Ynkarô and Leâk Shear, they built a stronghold that quickly became an important trading post between the peoples of Aarklash. The only place where the nations were allowed to walk the ground of Lanever without attracting the Cynwälls' isolationist wrath, the city grew quickly.

No one can agree on this city's original name. Once again the Cynwälls stick to their usual discretion and only speak of Cadwallon. This is the name that, during the Golden Age, was spread among the centaurs that lived in the region and was then transmitted by this people to the first men, the Kelts.

While the Steel Age was already marking Aarklash, Cadwallon the Prosperous rapidly vanished, smothered by the voracious vegetation of a bewitched jungle. Rumors spread about a curse placed by the allies of the Meanders of Darkness.

The Cynwälls were attacked by a horde of undead warriors led by a powerful necromancer, Sinlis Mantis. The animated corpses invaded the city by springing from the ground, or rather, to be exact, by using the forgotten network of tunnels. Though the threat was eventually thwarted, the lake became infested with rotting bodies that contaminated the city's water supply, spreading infection and disease. Within a few days Cadwallon was deserted by its inhabitants.

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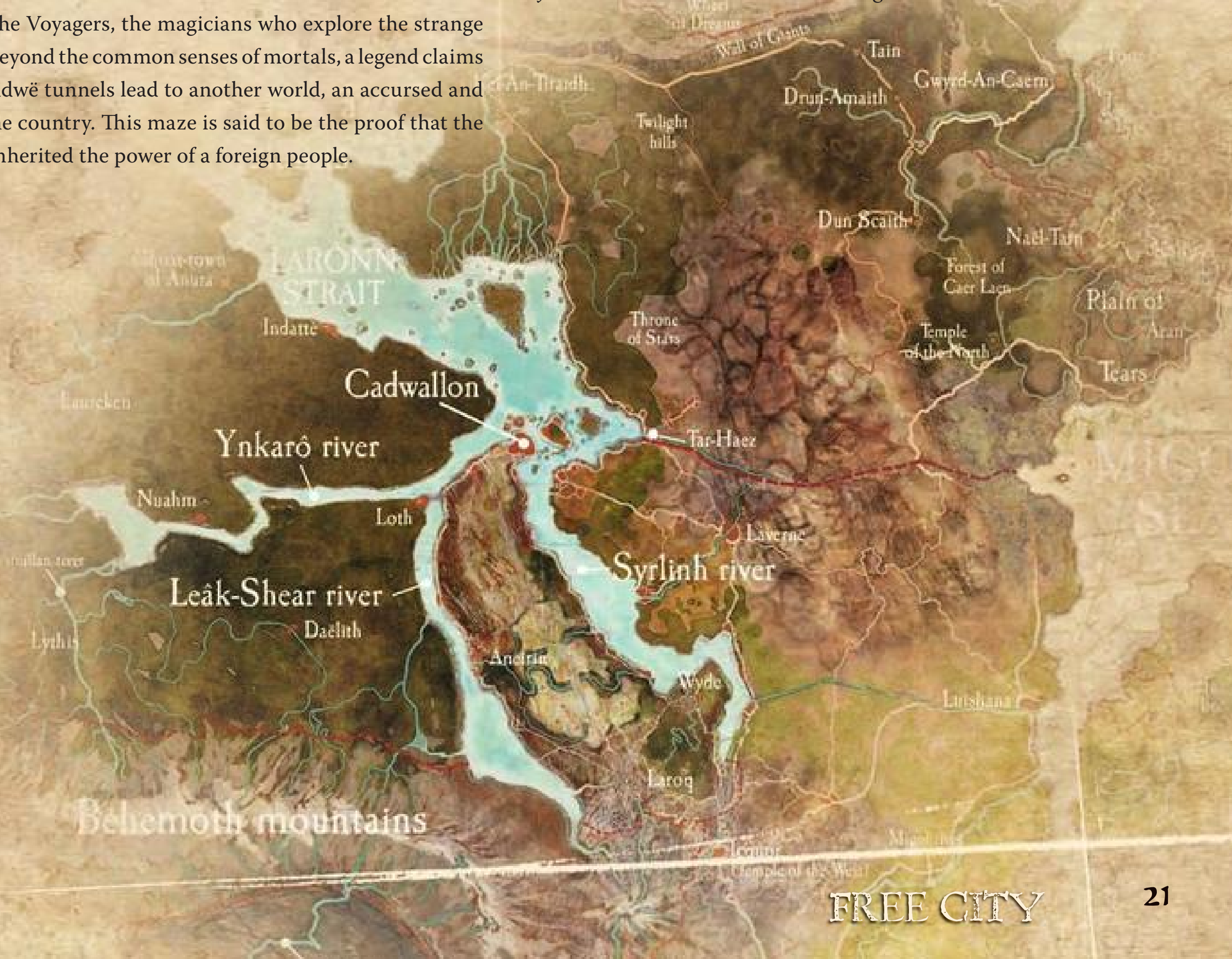
* *Cynwäll means "exile" in the elven tongue.*


No-Dun-Kar
Wheel of Dreams
Wall of Giants
Tain
Gwyrd-An-Caern
Drun-Amaith
An-Tiradh
Twilight hills
Dun Scaith
Naël-Tarn
Forest of Caer Laen
Plain of Aran
Tears
Throne of Stars
Temple of the North
LARONN STRAIT
of Anura
Indatte
Cadwallon
Ynkarô river
Tar-Haez
Nuahm
Loth
Laverne
Syrlinh river
Leâk-Shear river
Daelith
Lythis
Ancirin
Wyde
Lushana
Laroq
Behemoth mountains
Temple of the West

SOME IMPORTANT DATES

DATE	EVENT
255	Settlement of goblin exiles (Kraken Harbor)
832	Founding of Cadwallon, the Free City
833	Charter of the leagues decreed by Vanius I. Establishment of the Barhan embassy Ennobling of Radlk of Kraken and creation of the fiefdom
834	Repairing of the Cynwäll automat, which becomes the symbol of the eponymous fiefdom
835	Charter of the fiefdoms and the peers decreed by Vanius I.
843	Johann of Drakaër is granted the privilege of riding a dragon
844	Creation of the Free University of Cadwallon
859	Founding of the fiefdom of Ogrokh
900	The Great flood devastates the city's districts
902	Sale of the Rampart fiefdom to the Orrkrk family (Rampart) Declaration of the non-transferability of the fiefdoms
932	Expropriation of the Markropets by the Duke (Trophy) Granting of the Trophy fiefdom to Bran Standing-Wind
950	The duke claims the island of the Choltry
955	The plague in Morgue Street, which is placed into quarantine (Soma)
956	Invasion attempt by Water Elementals Creation of the fiefdom of Ghieronburg
957	The free leaguers burn down Morgue Street (Soma)
958	Building of the Denerac Villa (Ghieronburg)
961	Construction of the catacrypts (Ghieronburg)
962	Appearance of Baron Mardi (Ghieronburg)
963	Founding of the Gamehead fiefdom
966	The Tamarez Canal scandal (Ghieronburg)
969	Discovery of the dome of the Skinner (Gamehead)
972	Settling of the Barhan embassy in the Soma fiefdom
983	The great Akkyshan raid that led to the rebirth of the leagues
988	Large riots in Kraken leading to the death of the Peer
991	Massive strike of the Ferrymen
992	Adoption of Den Azhir by Camelia Orrkrk (Rampart) Founding of the guild of Birders (Immobilis)
995	Accession of Duke Den Azhir
996	Extension of the birthright and of the free duty (free leaguers)
999	Beginning of the construction of the Tractor Appearance of the coiling emissaries on the Day of Ashes
1002	Wedding of Radlk to Oklair Odazzur (Kraken) Assassination of Urakh Khaurik Argam (Orgokh)
1003	Today...

THE STATELESS

Many decades went by before a group of rogue warriors settled in this accursed place. Surely on the hunt for riches, these men were the founders of Cadwallon as we know it today.

These men went by the unflattering terms of mercenaries, outlaws, bloodthirsty warriors and rejects. Having dubbed themselves "Dogs of War," they blindly follwed their leader, Vanius. They discovered the ruins of an ancient Cynwäll city and decided to settle there, hoping to unearth timeless artifacts left behind by the elves.

The 200 Dogs of War were organized into 21 free companies, each one led by one of Vanius's lieutenants. These officers took care of clearing away the dirt and rubble...

The Battle of the Wall of Earth

The secrets buried in Cadwallon also caught the attention of others. The forces of the Meanders of Darkness, which had already been the cause of the fall of the Cynwäll city, tried to push out the new comers, yet the Dogs of War stood fast. Therefore, Sophet Drahas, the commander of the armies of Acheron and baron of Taer Haez, requested for assistance from Feyd Mantis, the most powerful lord of his barony of origin.

Hordes of walking dead soon attacked the Dogs of Wars' camp. The assault was bitter and the battle dreadful, but Vanius's companions managed to drive back the attack. The sudden appearance before the battle of a deck of 22 tarot cards endowed with magical powers was surely linked to this miraculous victory. Before the offensive, Vanius handed out a card to each of his lieutenants and kept one for himself: the Emperor's card.

At the end of the battle the Alliance of Light's troops arrived to provide support. The city's ruins were thus taken back from the enemy.

In spite of their exemplary bravery, the Dogs of War remained nothing more than outlaws in their allies' eyes. Thanks to his charisma, Vanius nevertheless managed to preserve the independence of his Cadwallon.

According to the tale, while Alahan's emissaries were mocking his wish to build a kingdom on this field of ruins, Vanius pulled out an old battered gold coin and threw it at the Barhan's feet, replying: "Sir, these remains please you so little that I make them my kingdom for a ducat!"

Thus, aware that he couldn't give himself the title of king without upsetting his allies, yet refusing to recognize Alahan's authority by becoming a baron, Vanius took the title of duke, an old Barhan military rank.

Despite his defeat, Sophet Drahas, hidden underground, nevertheless managed to spread his influence over the city. Still today many local legends mention his name and he continues to plot to take control of Cadwallon.

Birth of a duchy

Vanius's tour de force gave birth to the free city of Cadwallon in 832. The officers who remained with their leader founded the city's first noble lineages and were able to mine unexpected riches from the ground. Three years after it was founded, Vanius carved out a domain for each house, thus establishing the first fiefdoms. At the same time he gave the city a militia.

THE CITY OF THIEVES

Within a few years Cadwallon was reborn and was wealthier than it had even been under the Cynwälls. Eternal prosperity seemed to be on the horizon. Yet this was obviously merely a dream...

The embassies

One year after Vanius' rise to power, the kingdom of Alahan established an embassy in Cadwallon. Other diplomats soon followed and the city looked proudly towards the future as it kept growing.

In 844 the wish to turn the city into a place of learning led to the founding of the Free University of Cadwallon. In many ways this was a failure, Cadwallon being better known as the "City of Thieves" rather than the "City of Knowledge"!

Nowadays only the kingdom of Alahan, the republic of Lanever, and the empires of Akkylannie and Syharhalna, as well as the goblins of No-Dan-Kar, have an embassy in Cadwallon. The other nations nevertheless regularly send envoys to negotiate with the duke of the Free City.

The guilds

As it grew and flourished over the years, Cadwallon welcomed numerous craftsmen who assembled into guilds. Because prosperity allowed a constant flow of economic and fiscal reforms, within a couple of decades these guilds became major players in the city's power struggles. At the same time the old mercenary traditions tended to fade away. The riches mined from the ground no longer interested anyone and the guilds' workshops were more than enough to feed the common people and make the greedier ones rich.

In spite of this, Cadwallon never knew a golden age. While the wealthiest citizens finished building the upper city as it is known since the flood of the year 900, Sophet Drahas prepared his return and other powers tried to invade Cadwallon.

Thus, in 956 magical beings launched an attack on the city from their elemental realm. In the face of this unexpected and unknown enemy, only the original tactics of a foreign general allowed then to triumph. This hero was then ennobled and gave his name to a new fiefdom, Ghieronburg, a former goblin colony near the harbor.

The leagues

This invasion was not the last threat Cadwallon had to face.

In 983 the Akkyshan elves launched a vast offensive against the city. Since its founding by Vanius they had satisfied themselves with small scale lightning raids launched from the forest of Ashinân. The Free City suddenly grew fearful.

Only the forgotten heirs of the Dogs of War, who were scornfully called "the shrews," rose to protect the city. Thus these descendents of the mercenaries who, not having enough money to settle down, continued exploring the ruins, made the Cadwës understand that achieving prosperity wasn't everything. They had tobe able to secure it, as General Ghieron had 40 years earlier.

The population managed to get organized behind the shrews and the city's militia to push the Akkyshans back to the sea. This was a great success, yet at a very high cost.

We are now in 1003. Duke Den Azhir has been ruling Cadwallon for eight years. The guilds haven't lost anything of their arrogance and might, yet nowadays an older power is rising. For the past 20 years the heirs of the Dogs of War have been able to reclaim some of their ancestors' past glory while taking into account the opportunities provided by a trading center like the Jewel of Lanever. Mixing martial tradition, the spirit of free enterprise, and the taste for adventure, these individuals are called "free leaguers."

A COSMOPOLITAN CITY

All natives of Cadwallon are considered to be Cadwës, meaning born free of other nations struggles and laws. Some even claim it to be the same for religions and traditions.

All inhabitants of Cadwallon therefore aren't Cadwës. Though this term is widely used, it doesn't take into account the city's cosmopolitan reality. Though the census of Cadwallon's population may be approximate, it is nevertheless a well known fact that only two-thirds of its inhabitants are "true" Cadwës, meaning natives. This amounts to about 200,000 people. The other residents, who are either well established or temporary residents, come from cultures struggling among each other for the supremacy of their beliefs in the total war known as the Rag'narok.

THE CADWËS

Foreigners

A prosperous, independent and diplomatically neutral city, Cadwallon attracts countless travelers. Merchants, envoys and old sea dogs are the perfect examples of the kind of professions that pass through the town. Such voyagers usually stay for a short time and leave as soon as their business is done.

THE GUILDS' ALLIES IN THE RAG'NAROK

Guild of Architects: Cynwäll elves, Griffins of Akkylannie, Lions of Alahan and dwarves of Tir-Nâ-Bor.
Guild of Blades: All peoples.
Guild of Ferrymen: All peoples.
Guild of Goldsmiths: Living-dead of Acheron, Alchemists of Dirz, goblins of No-Dan-Kar, Griffins of Akkylannie, Lions of Alahan and dwarves of Tir-Nâ-Bor.
Guild of Usurers: All peoples of the Meanders of Darkness.
Guild of Thieves: Living-dead of Acheron, Akkyshan elves, Alchemists of Dirz, devourers of Vile-Tis, goblins of No-Dan-Kar, Lions of Alahan and dwarves of Tir-Nâ-Bor.
Guild of Cartomancers: Cynwäll elves, goblins of No-Dan-Kar, Griffins of Akkylannie, dwarves of Tir-Nâ-Bor and Lions of Alahan.

The city's most influential guilds have always mingled in politics and diplomacy. Breaking with Cadwallon's tradition of remaining free, they have built alliance networks with some nations and maintain private armies that intervene in the Rag'narok. Many citizens of these nations come to Cadwallon to strengthen these relations or, on otherwise, to end them.

Though one cannot deny the omnipresence of foreigners who are temporary residents of the city, their influence on daily life nevertheless remains insignificant. Interested by nothing but their own business, these exiles don't play an active role in Cadwë society.

Refugees

The troubles that come with the Rag'narok lead many refugees to Cadwallon. They are fleeing the war and arrive penniless after their journey to the city, for the vessels and caravans that travel to Cadwallon have made the transportation of refugees a true commerce. And though these trips are far from comfortable, the fees are nevertheless very expensive. Others try to reach Cadwallon by their own means, yet few manage to.

What can one do when arriving in Cadwallon klû-less*? For some the disillusion comes quick and hard like a lightning bolt. These usually end up in the worst parts of the lower city, adding to the ranks of the homeless or used as guinea pigs in the underground laboratories of unscrupulous alchemists. Yet most refugees manage to integrate. By pawning their last belongings, they manage to borrow enough ducats to settle down and carry out their profession with the guilds' permission. Without the slightest qualms, the guild of Usurers offers to the poorest to pawn their own body. If they don't pay back their debt on time, then the borrowers end up as more or less consenting organ donors.

In the light of these explanations, it seems obvious that the first few years of a refugee's life in Cadwallon are far from blissful. However, the guilds know how to make the most of their members. An individual with sought after abilities and who is ready to work hard can provide a relatively comfortable life for his family. It's impossible for him to own his own store or workshop, but he can become the indispensable assistant to a master of the guild, with the fantastic income that this position implies.

The natives

Being a Cadwë means being born in Cadwallon and being raised in the city's tradition of freedom. A Cadwë, regardless of his life standards, carries within him the heritage of the founding fathers of the Jewel of Lanever. Very often families continue to pass down certain values that are specific to their original nation, yet these are often mixed and smoothed over by living among Cadwallon's cosmopolitan population.

Today Cadwë values are relatively abstract whereas on a daily basis nothing seems to be able to diminish the independence won a century and an half ago with the strength of arms. The endless quest for riches, the will to settle durably and make the most of this city and its lifestyle are recurring elements. The pride of being a Cadwë isn't as much about being scornful towards the refugees as being intimately convinced of being part of the advancement of a society detached from the nations and their wars. For some this means contributing to the guilds' prosperity, while harvesting benefits for oneself. For others, enlisting to the service of one of the noble families is seen as a better social investment, even if this means having to develop the indisputable qualities of a courtier. The most impatient and the most idealist newcomers directly enter the duke's service by joining the militia or the free leagues.

Yet in the upper city there is a certain form of elitism. Being outrageously rich is not enough; one also has to have a certain number of degrees of Cadwë lineage. The oldest noble families can trace their ancestry back seven or eight degrees and an important part of the protocol during aristocratic receptions is founded on how many degrees of lineage a guest has.

PROSPERITY

The widely spread nicknames of "Jewel of Lanever" and "City of Thieves" carry a certain amount of truth about Cadwallon. A seaport city and a lakeside city, a land of asylum, a crossroads of a great variety of trades, a cosmopolitan town and a political playground: Cadwallon is all that at once.

Trade

Because it attracts populations from the four corners of Aarklash, Cadwallon benefits from a wide range of expertise. It's true that the secret research done by Cadwallon's omnimancers is far from equivalent to the Syhars' discoveries in the field of mutagens, just like the local steam machines are far from being as perfected as those of the dwarves of the Aegis Mountains. Yet all of these products have an enormous advantage: they are available to who is willing to pay the price.

In addition to this undeniable asset, Cadwallon has been known to develop its own commerce: the exotic animals from the Immobilis islands are most wanted all over Aarklash, just like the secret plants cultivated by the guild of Tailors for the Cadwë nobles. And what about the long and fast galleys made from strange types of wood found only in magical groves that randomly grow in the Free City?

** The currency of the goblins of No-Dan-Kar that has slowly become the standard in international trade.*

The City of Thieves has thus become a major trade platform. All of the continents merchandise transits on the docks one day or another, including slaves, whose commerce and transport are prohibited within the city, yet permitted on board vessels entering the port (which doesn't prevent the duke from taxing them as "cargo").

As for obtaining merchandise that normally isn't available, there are always discreet ways of dealing and unwitting individuals who think that everything can be sold in the City of Thieves. Isn't Cadwallon's motto "My kingdom for a ducat!"? If there are fools who wish to buy things that cannot be bought, why deprive oneself of their gold?

My kingdom for a ducat!

Considering its importance, the harbor is the stage of non-stop activity. The merchants barter directly on the docks, surrounded by goblin sailors and Kelt dockers, in an atmosphere filled with shouts and sweat. Even in the upper city trade is in full swing: here a dwarven engineer is demonstrating his domestic automatons; there a master tailor is presenting his avian hats...

Diplomacy

The upper city of Cadwallon constantly hosts the plenipotentiaries of all origins who meet, negotiate treaties with the duke, and seal secret alliances with Cadwallon's most influential guilds, either to recruit an army or to profit from generous investments.

Diplomacy always going hand in hand with a little spying and a hint of treason, the Free City is the stage of a great deal of plotting and nighttime maneuvers. The odd towers of the upper city then become the stage of bloody yet discreet pursuits. Shady dealings are hidden from curious eyes in the alcoves. Sometimes conflicts are solved in public duels in the reception hall of an embassy or on the field of honor.

There are four official embassies in Cadwallon: those of Alahan, Akkylannie, Syharhalna and No-Dan-Kar. The relations with these nations are especially strong but not always very warm. Most of Cadwallon's important guilds are allied to one or more of these nations and one can often meet their leaders in the hallways of the embassies.

The latter play an important role in the upper city. All members of Cadwë high society are expected to attend the numerous parties and ceremonies organized by the ambassadors. Of course, these extravagant activities hide very pragmatic objectives. They are all opportunities for the powerful to mingle, to get together and thus build relations that are then strengthened through formal agreements. The embassies are therefore places where important exchanges take place, day or night. The city's independence allows the ambassadors to meet the representatives of any other people without worry and without causing any protest. It's hard to imagine a meeting in Akkylannie with a Syhar envoy!

In the past Tir-Nâ-Bor had an embassy in Cadwallon. Even though this is no longer the case, the dwarven nation maintains its trade relations with the city and its guilds. Diplomats are almost always present in the upper city. Depending on the period, they stay either in the Varr-Nokkt family residence or in the suites of the best hotels of the ducal enclave.

The Jewel of Lanever also hosts a Cynwäll ambassador who lives in the tower that dominates the upper city. There isn't an embassy in the strict sense of the term and the ambassador himself is a secretive character who very few people have had the honor to meet. He never partakes in any festivities unless he has something of importance to announce.

THE COILING EMISSARIES

Since the year 999, on every Day of Ashes, a strange delegation appears in the upper city. Springing out of nowhere, six strange shapes enter the ducal palace and go to meet the local leader. They glide on the ground rather than walk and are dressed in huge coats with wide hoods that barely hide their inhuman features. The palace's militiamen and courtiers have named these figures the "coiling emissaries," not knowing what else to call them. This moniker might come from the arabesques that decorate their coats. Instead of reflecting light, these designs reflect shadows; they only appear when light becomes dimmer and they then reveal a leaden metallic color. Maybe the swaying gait of these emissaries also has something to do with their nickname.

The reasons for this annual visit remain a mystery. Without any further process, the coiling emissaries go straight to the duke and demand a secret meeting. No one but Den Azhir knows what they really look like or sound like.

The first year they showed up the courtiers thought that this delegation came from a nation of Darkness or from Sophet Drahas himself. Despite all the investigation, the King of Ashes' court was also unable to identify the strange delegation. During a moonless night, in a tavern of the lower city, a Voyager has claimed that they are the ambassadors of a Realm of Darkness hidden by the unfinished Realm of Hollowdeep. Though the guild of Cartomancers has rejected this theory, it nevertheless remains the theory most used in Cadwallon to explain the origins of the coiling emissaries.

The nations that don't have an embassy are nevertheless present in Cadwallon. Most peoples send delegations to the upper city. Their members are housed either by the guilds or by the noble families depending on the nations' affinities. In addition to the Var-Nokkt family, the guild of Ferrymen regularly invites various representatives from the major ports of Aarklash to a lakeside mansion with a private marina. The seat of the guild of Goldsmiths, a sumptuous tower in the heart of the upper city, also welcomes prestigious guests from allied nations.

The delegations sent to Cadwallon aren't always official representatives. Many economic powers have interests in the free city, be they rich goblin traders, powerful Kelt clan chiefs, venerable craftsmen from the Aegis, or renowned Syhar alchemists. The upper city teems with grand hotels that are willing to accommodate any visitor, as long as he is wealthy and has clearance from the ducal authorities.

The guild of Thieves provides these eminent visitors with many services. Some want to discover the lower city and its nightlife while others wish to stay in town discreetly, far from the brouhaha of the high society. This guild thus hosts individuals who are generally discriminated in Cadwallon, especially devourers of Vile-Tis and Akkyshan elves. In exchange for these services the guild can get hold of rare or illegal supplies intended for the black market. The devourers supply countless relics stolen during their raids, and the forest of Ashinân provides dreadful venoms and poisons.

CADWË IDENTITY

The first thing that may be surprising concerning the peoples of Aarklash is the fact that they know more about the world beyond the heavens than the one surrounding their continent! Among astrologers there are heated debates about such delicate topics as the true shape of the world, the links between magic portals and the stars, or the question if Lahn rotates around Aarklash or vice versa. And yet who can claim to know what lies beyond the oceans? Truth be told, no one has even bothered giving a name to the world of which Aarklash is only a continent... Unless it's the other way around.

ASTRONOMY

The days and nights follow the rhythm of Aarklash's revolution around a gigantic sun which provides a golden light: Lahn. Two other shining bodies sometimes light the sky above Cadwallon: Ley, with a pale bluish glow, and Lyth, a twinkling dark-red pearl. The appearances of these twin suns are chaotic and feed the debate among astronomers. For the Cadwës the presence of Ley and Lyth in the sky is an omen announcing disaster and woe, of sudden climatic change, of animal migrations, or of wide-reaching magical phenomena.

At night a moon, Yllia, lights the sky in its milky, bluish aura.

The guild of Cartomancers also uses about 15 constellations for observations and predictions: the Lion, the Griffin, the Spider, the Wolf, and so on. Most Cadwës don't care much about this for they rarely ever look up to the stars. Only four of these astral formations attract attention because of their role in nighttime navigation. They have been known by the goblins for a long time and are called Nerea for the north, Sylhea for the south, Elion for the east, and Olhim for the west.

THE FREE YEAR

On Aarklash the year of 400 days is usually divided into ten months. Yet this isn't so in Cadwallon. The guild of Cartomancers has established an original calendar based on the 22 figures of Vanius and his lieutenants. The astronomers themselves use a much more complex version of this calendar. Most Cadwës simply use 21 "months" of 19 days each. To these is added a leap day, the last day of the year, which disappears every four years to adjust the free calendar to the actual revolution around Lahn.

The seasons

Cadwallon has the same seasons as the rest of Aarklash. However, in the Free City's peninsula every season has a specific influence.

- The first season of the year, the **time of banners**, corresponds to spring. This is the month of preparation and decorum. The trading posts of the guild of Blades' companies raise their oriflammes and the vessels of the Cadwë fleet get ready to leave the port for their commercial expeditions. When the day comes, the ships gather in fleets and set off on the seas to amass new riches. In the Kraken harbor there is then a jubilant atmosphere.

  The caravans traveling over land do the same all along the season, parading up and down the avenues of the lower city. The most popular spectacle nevertheless remains the departure of the guild of Blades' troops clad in their shining armor.

- Summer, the **season of blades**, is the season of the bloodiest confrontations in which huge armies clash after having roamed the continent during the previous season. In Cadwallon, too, the season of blades is placed under the sign of the Rag'narok. The Cadwës know that during this period there is a chance that an army might besiege the city. The duke often sends free leaguers to patrol the borders and the blacksmiths work twice as hard to supply the militia's stock of weapons. Though this rarely happens, the free leaguers can also be sent as ambassadors to faraway lands.

- After the sale of their merchandise, the Cadwë fleets and caravans return loaded with exotic goods: food for winter, rare plants, revolutionary tools, new maps, etc. While the Rag'narok slips into autumn, in Cadwallon the **time of return** is a period for reunion… and danger. Mercenaries unsatisfied with their booty prowl the countryside and attack poorly defended caravans. Once in a while they gather in companies big enough to attack Cadwallon. The free companies therefore remain just as alert during this season. Maybe this zeal is also motivated by the allegations of the guilds, which don't hesitate to blame these depredations on the free leaguers.

- The **time of whispers** is the season of intrigue and alliances in preparation for next year. The quietness of the night is often broken by the secret meetings of the guilds strengthening their relations with the nations that are about to go to war. The duke receives foreign delegations while the common Cadwës work to produce goods to allow the guilds and the free city to prosper.

  The season of whispers is also the time of the lawfully feared raids by the Akkyshans. These elves bound to Darkness take advantage of the long winter nights to harass the outlying fiefdoms of the lower city and amass easy plunder.

The months

Because it welcomes people from every nations, Cadwallon set its own calendar right in the first days of its founding. This was certainly a way to mark its independence. The free calendar was then the object of much debate that was fed by astronomers from Tir-Nâ-Bor and even those from Laroq.

The Cadwë months have known many different names. At first they were given the names of the Dogs of War's 21 companies, and then those of the trump cards of Vanius's Tarot. A few years later Duke Lothar passed a decree to change this denomination: because the original tarot cards had been lost, it was inconvenient to bind the city's fate to these artifacts. The duke suggested the names of Vanius and his lieutenants, but the people reacted vividly to this concealed deification attempt. Pressured by the Cadwës, the ducal administration developed a calendar that was truly free of all cultural influences.

In this evolution one can glimpse the influence of the guilds in whose eyes a calendar must above all serve the requirements of production and therefore be functional and rational.

The week

The first day of each month is a free day, meaning a day off. The 18 remaining days are divided into three weeks of six days each: the Prime, the Median and the Final. The days don't have names. One then speaks of the "fifth day of the Median of Decarde" or of the "twelfth Decarde, 1002."

Holidays

The Cadwë year is dotted with official holidays that are days off for the inhabitants. Here again, the guilds have made sure that the holidays are events shared by the whole population so that production follows an organized pattern.

There is no doubt that **the week of Freedom** is the most important holiday. It marks Cadwallon's independence and is known all over Aarklash for its colorful carnival where all liberties are permitted. It takes place between the 2nd and the 7th of Odecime. For six days the Cadwës don't work and don't sleep: they party. Masks and costumes dance around to all kinds of music. Overwhelmed, the militia only intervenes to channel the movement of the biggest crowds and to ensure the protection of official buildings. In the upper city as well as the lower one the party is in full swing.

The day before Freedom week starts, on the free day of the 1st of Odecime, the annual free assembly meets in the presence of the free leaguers and the duke (see *About the leagues...*). The end of this assembly marks the beginning of the festivities.

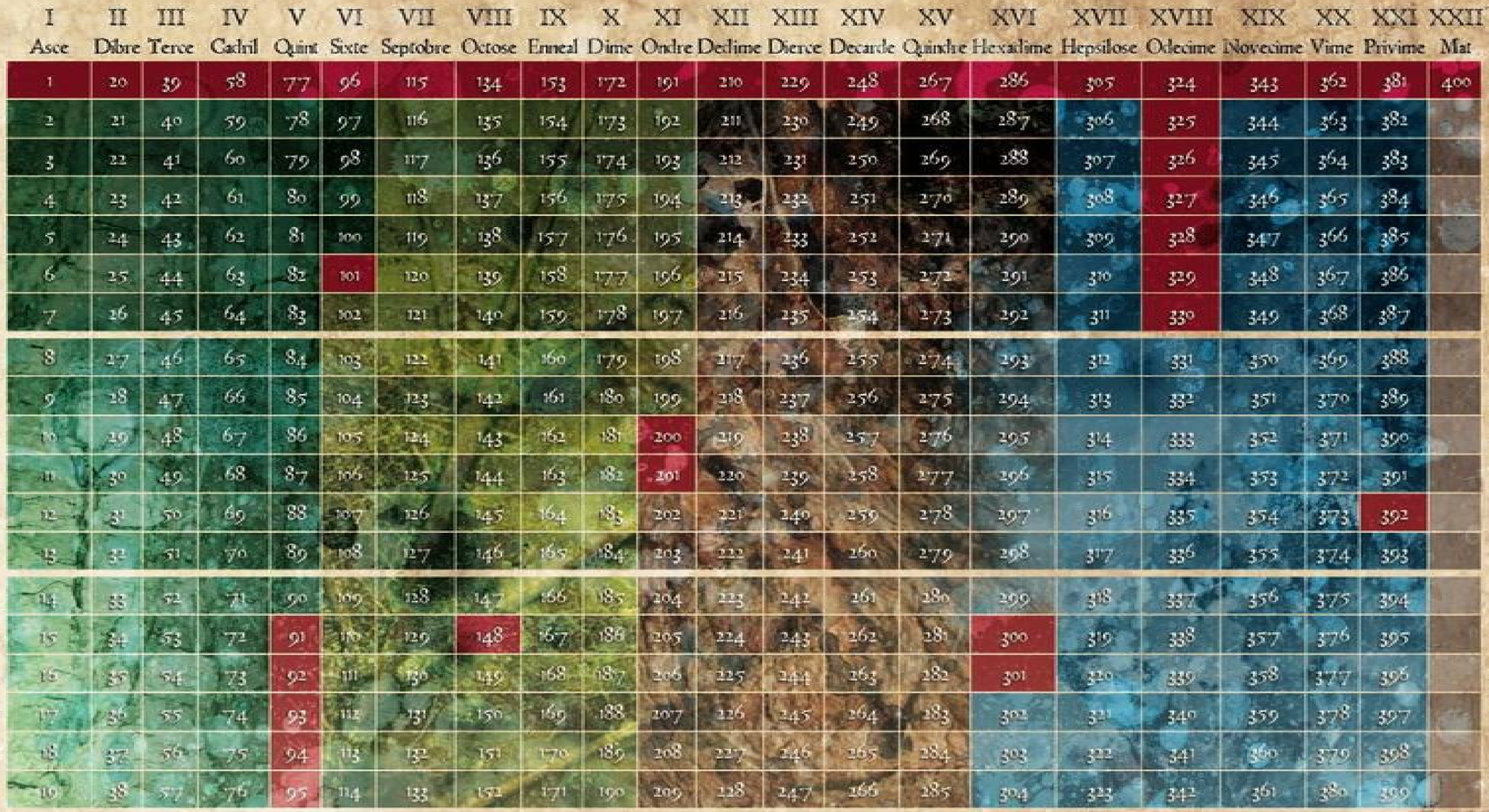
The week of the Kraken is when the Cadwë merchant fleet sets sail. Divided into several flotillas with each having a different destination, the vessels leave Kraken harbor one after the other, cheered on by the population. Celebrations are arranged to wish the sailors luck and the port remains full of life even at night. Everyone who does not belong to the guild of Ferrymen is released of their professional duties. This holiday lasts from the 14th to the 19th of Quint.

The ducal jubilee is a tradition of Akkylannian origin that celebrates every fifty years the founding of the Empire of Akkylannie by Arcavius de Sabran. In Cadwallon the inhabitants celebrate every year their duke's accession to power. Den Azhir claimed this title of the 15th of Octose, 996, so it is on this date that the Cadwës honor him. A procession is organized in every fiefdom and they all join in front of the ducal palace. This event is important for it is the only occasion on which groups of citizens from the lower city are allowed to enter the upper city. These processions are of course supervised by the militia. Traditionally, when the processions unite, the free leaguers renew their allegiance to the duke.

The Day of Ashes and the Day of Lanterns can't go without the other. Though they aren't celebrated on the same day, both represents the struggle between the Ways of Light and the Meanders of Darkness.

The Day of Lanterns commemorates the Battle of Kaïber and takes place on the last day of the season of blades, the 10th of Ondre. All day long the children go wild and pretend to be warriors with sticks or metal bars. As for the adults, they decorate the walls of all houses with countless lanterns that will light up the night before the time of return. Usually the refugees bound to the Meanders of Darkness go into hiding. Sometimes things get out of hand and people get lynched. The fact that the refugees suffered more from their nations policy than the Cadwës doesn't matter much.

The Day of Ashes takes place on the last day of the time of return, the 15th of Hexadime. Cadwallon turns into a dead city. During the previous night the hearths are kept burning so the city remains lit. The next day the remaining ashes are scattered all over the city. These ashes are supposed to keep the dead at bay by giving them the impression that Cadwallon is a ghost town where nothing lives. Rare are those who would dare step outside, and those who do carefully respect the taboo of the day: never to look someone in the eye. Therefore the passersby walk with their head bowed and a hood over their head. Even the militiamen hate having to check an individual's identity.



	I Asce	II Dibre	III Terce	IV Cadril	V Quint	VI Sixte	VII Septobre	VIII Octose	IX Enneal	X Dime	XI Ondre	XII Decline	XIII Dierce	XIV Decarde	XV Quindre	XVI Hexadime	XVII Hepsilose	XVIII Odecime	XIX Novecime	XX Vime	XXI Privime	XXII Mat	
1	1	20	39	58	77	96	115	134	153	172	191	210	229	248	267	286	305	324	343	362	381	400	Free days
2	2	21	40	59	78	97	116	135	154	173	192	211	230	249	268	287	306	325	344	363	382		Prime weeks
3	3	22	41	60	79	98	117	136	155	174	193	212	231	250	269	288	307	326	345	364	383		
4	4	23	42	61	80	99	118	137	156	175	194	213	232	251	270	289	308	327	346	365	384		
5	5	24	43	62	81	100	119	138	157	176	195	214	233	252	271	290	309	328	347	366	385		
6	6	25	44	63	82	101	120	139	158	177	196	215	234	253	272	291	310	329	348	367	386		
7	7	26	45	64	83	102	121	140	159	178	197	216	235	254	273	292	311	330	349	368	387		
8	8	27	46	65	84	103	122	141	160	179	198	217	236	255	274	293	312	331	350	369	388		Median weeks
9	9	28	47	66	85	104	123	142	161	180	199	218	237	256	275	294	313	332	351	370	389		
10	10	29	48	67	86	105	124	143	162	181	200	219	238	257	276	295	314	333	352	371	390		
11	11	30	49	68	87	106	125	144	163	182	201	220	239	258	277	296	315	334	353	372	391		
12	12	31	50	69	88	107	126	145	164	183	202	221	240	259	278	297	316	335	354	373	392		
13	13	32	51	70	89	108	127	146	165	184	203	222	241	260	279	298	317	336	355	374	393		
14	14	33	52	71	90	109	128	147	166	185	204	223	242	261	280	299	318	337	356	375	394		Final weeks
15	15	34	53	72	91	110	129	148	167	186	205	224	243	262	281	300	319	338	357	376	395		
16	16	35	54	73	92	111	130	149	168	187	206	225	244	263	282	301	320	339	358	377	396		
17	17	36	55	74	93	112	131	150	169	188	207	226	245	264	283	302	321	340	359	378	397		
18	18	37	56	75	94	113	132	151	170	189	208	227	246	265	284	303	322	341	360	379	398		
19	19	38	57	76	95	114	133	152	171	190	209	228	247	266	285	304	323	342	361	380	399		

FREE CALENDAR

🟩 Spring 🟩 Summer 🟫 Fall 🟦 Winter 🟥 Holiday

The Day of Flowering takes place on every 12th of Privime. It celebrates the spotting of the first magical groves after the "deforestation" of the ruins by the Dogs of War (see further). The orcs are the ones who observe this holiday, as well as the traditions linked to it, the most carefully. On this occasion the *shakas* improvise ceremonies devoted to Cadwallon's flowering nature in most of these groves. Regardless of their origins and their beliefs, many Cadwës participate in these ceremonies.

The beginning of each season is also a holiday. These aren't the actual beginnings of a season on Aarklash (equinoxes and solstices), but rather days that the guilds have set to celebrate the coming of a new Cadwë season. These days thus give the illusion that the seasons identical in length, even though in reality they aren't (winter is the shortest season and summer is the longest one).

THE FIRST DAY OF EACH SEASON

SEASON	DAY
Time of Banners	1st of Asce
Season of Blades	6th of Sixte
Time of Return	11th of Ondre
Season of Whispers	16th of Hexadîme

In Cadwallon it is strictly forbidden to celebrate the equinoxes and solstices since Vanius's rule. The reasons for this prohibition are unknown and not all refugees respect it.

The day that the curse hit the Free City for the first time is still commemorated, for it is closely bound to recurring events that are well known by the Cadwës. That day the lake's water carried a putrid stench and hundreds of corpses. The city's sources of drinking water were infected, causing countless intoxications, while mephitic emanations had the inhabitants flee into the jungle.

To this day **the tide of the dead** still strikes the city occasionally, however less violently than in the past. The Cadwës know that days of heavy rain foreshadow this morbid event, therefore they lock themselves in at home, stock up on potable water, and clean their dwellings with gallons of boiling water.

The first tide of the dead greatly influenced the life of Cadwallon by causing an intense fear of death and of its effects on the body. Therefore, most corpses are burnt in order to prevent "polluting" the ground with the unsanitary body fluids of the deceased. The most notorious funeral parlor is at the edge of the lake, a good distance from the nearest dwellings.

THE CADWË LANGUAGE

Cadwë is a language that perfectly reflects the nature of the City of Thieves. Based on the jargon of the Dogs of War and Akkylannian grammar (which is especially easy to learn), it is now a potpourri of various influences. Barhan, Akkylannian and Syhar are the tongues that influence most Cadwë. Other sources have durably affected this language: many technical terms come from the dwarven language of Gheim and goblin navigation terms. Ogre insults are surely the most commonly used and widely preferred.

Cadwë is thus a language that is rich in multilingual references, in neologisms, and in original sayings. Under perpetual construction, it absorbs all cultures and tends to spread all over Aarklash. The language used in the upper city is nevertheless more structured and less changing. It is based mainly on the languages of the four embassies (Alahan, Akkylannie, Syharhalna and No-Dan-Kar). The use of Cynwäll terms, however, is always impressive!

The Jewel of Lanever

A DOUBLE CITY

Because it is built on top of the ruins of a Cynwäll city, the upper city is in an enclosed citadel. The lower city, on the other hand, has developed outside of the walls lying at the feet of the legendary Dyrsin Tower.

The works planned by the various dukes haven't always been very successful. Even though the city has prospered in all parts, many of its districts are especially crowded, making circulation in the higher city as bad as in the lower city.

GETTING AROUND

The Cadwës, at the urging of the more advanced communities (dwarves and goblins), have developed several ways of getting around in their city. The Jewel of Lanever has thus known an unrivalled technological, scientific and industrial revolution on the continent. This metamorphosis was accompanied by economic and social advances that also came from No-Dan-Kar and Tir-Nâ-Bor. This is so true that many immigrants think that the city's motto is "In Cadwallon, everything can be bought" instead of "My kingdom for a ducat!"

> "Ducats make the strangers' steps heavier."
>
> — *Cadwë proverb*

> "Pay me, I'll take you there. Don't pay me and you'll be taking a huge risk. Think about it, my friend!"
>
> — *Overheard in the port of Kraken*

No matter where one might be in the city, visiting Cadwallon demands either unfailing courage and health or enough wealth to be able to pay for efficient yet extremely expensive means of transportation.

ON WATER

Cadwallon lies across a vast peninsula. For strategic reasons the city occupies the whole stretch of land to allow for better surveillance of the waters lying on either side of it. Thus the Free City protects the lands of Light from potential invasions. As for the upper city, it engulfs the northern part of a lake that Cadwës call the "little sea."

By way of the sea

In the north of the peninsula the Kraken harbor is the continent's biggest merchant port. It harbors vessels of the open seas as well as a squadron of goblin pirates that ensures their "protection." Once on land, the visitor has a choice of several means of locomotion: the bravest can walk, others can take a carriage, and the wealthiest can use the Tractor. One can also reach the port of Ondine, to the west, taking a small ferry. This maritime route is used by the extremely wealthy who enjoy the view of the city before reaching the fiefdom of Soma.

One can also reach Cadwallon by Shipwreck Bay, to the east. The naval forces of the Ways of Light often choose to drop anchor in these waters, for they are defended by an Akkylannian fort built on a small island. Whoever wishes to use this route must get clearance and strictly follow the instructions given by the fort's garrison. A cutter is then used to reach the upper city. This journey requires a generous donation to be made.

THE MAGICAL GROVES

In Cadwallon the magical groves are one of nature's curiosities. Regardless of place or time, in a totally unpredictable way, an abundance of plants sprouts anywhere, on the street or in someone's home. For Cadwës these plants are a good omen of Nature, especially for peoples such as the Sessairs, the orcs or the Wolfen. Destroying a magical grove is a crime in the city. These small "jungles" are a great source of inspiration for the designers of the guild of Tailors and the vegetal fashions of the Cadwë nobles are a direct reference to them.

The waters of the lake

For a long time the Cadwës of the upper city have enjoyed the lake next to the gardens of desire. These past few years the construction of a marina has made boating easier on the little sea. Certain of Cadwallon's citizens have had piers built to take better advantage of the lake. The city's most wealthy families quickly followed and now there are talks about organizing a regatta. This persistent rumor has lasted for so long that it has encouraged the construction of extravagant vessels built by goblin or Barhan carpenters. By doing so sly craftsmen were able to resell the wood from the trees that had been chopped down to build the marina. The new district also allowed the development of fishing in the waters of the little sea. This activity sometimes seems like a party when humongous fish are pulled from the lake.

ON LAND

In many parts of the lower city it is faster to walk than to travel by carriage. Always looking for more comfort, the richest citizens often use carriages, yet they take much longer than pedestrians do to reach their destination. Indeed, the vendor's carts and stalls hinder the circulation of elegant carriages. In some alleys even horsemen have a hard time making their way through the tightly packed crowds.

Cadwë roads

Some parts of Soma lie inside old Cynwäll quarries and are the most densely populated areas of the Free City. The dwellings are stacked on top of each other on either side of narrow streets. It is dangerous to travel there in any other way than on foot. These slums are home to a population living in misery and it often happens that visitors are annoyed by beggars or attacked by ruffians.

The streets of the lower city are worn by the weather and the passage of overloaded carts. Though everyone agrees that improvement of these roads is long overdue, only the Soma family has actually done anything. Their fiefdom is indeed endowed with better streets and a major artery, Paradise Avenue, to make it easier for wagons to travel from the port of Ondine to the upper city.

In the upper city, getting around is mainly question of hiring the proper guide. There are countless bridges linking the feet of Dyrsin Tower and many of them are too narrow for wagons to get over. Yet one can walk or ride along them, though the use of mounts is strongly discouraged for safety reasons.

Revolution!

After three years of colossal construction, the Tractor has finally been finished! This gigantic steam machine does the round-trip between the Kraken harbor and the Ogrokh fiefdom four times per day, pulling five wagons (four for goods and one for passengers).

It's impossible for this mechanical monster to enter the upper city. The goods are therefore transported from the gates to the warehouses of the Stock. Once it is moving, it reaches the speed of a trotting horse and does the trip in one hour. Initially planned for 40 passengers, the last wagon is the victim of its success. Its seats have therefore been removed to allow about 100 passengers of all sizes to squeeze in.

IN THE AIR

Airborne transportation has been developed under the influence of the aristocrats who, taking advantage of the Cynwäll towers still standing, use hot air balloons for transportation in the upper city. Unfortunately the strong winds that blow on the coast prevent this form of transportation from becoming more widespread. Furthermore, one can often see Lanever dragons glide across the sky of Cadwallon to visit their titanic kin in the Dyrsin Tower.

THE FIEFDOMS OF CADWALLON

The following pages present the 11 fiefdoms of Cadwallon: eight in the lower city and three in the upper city. The fiefdoms and their districts are all presented in the same way.

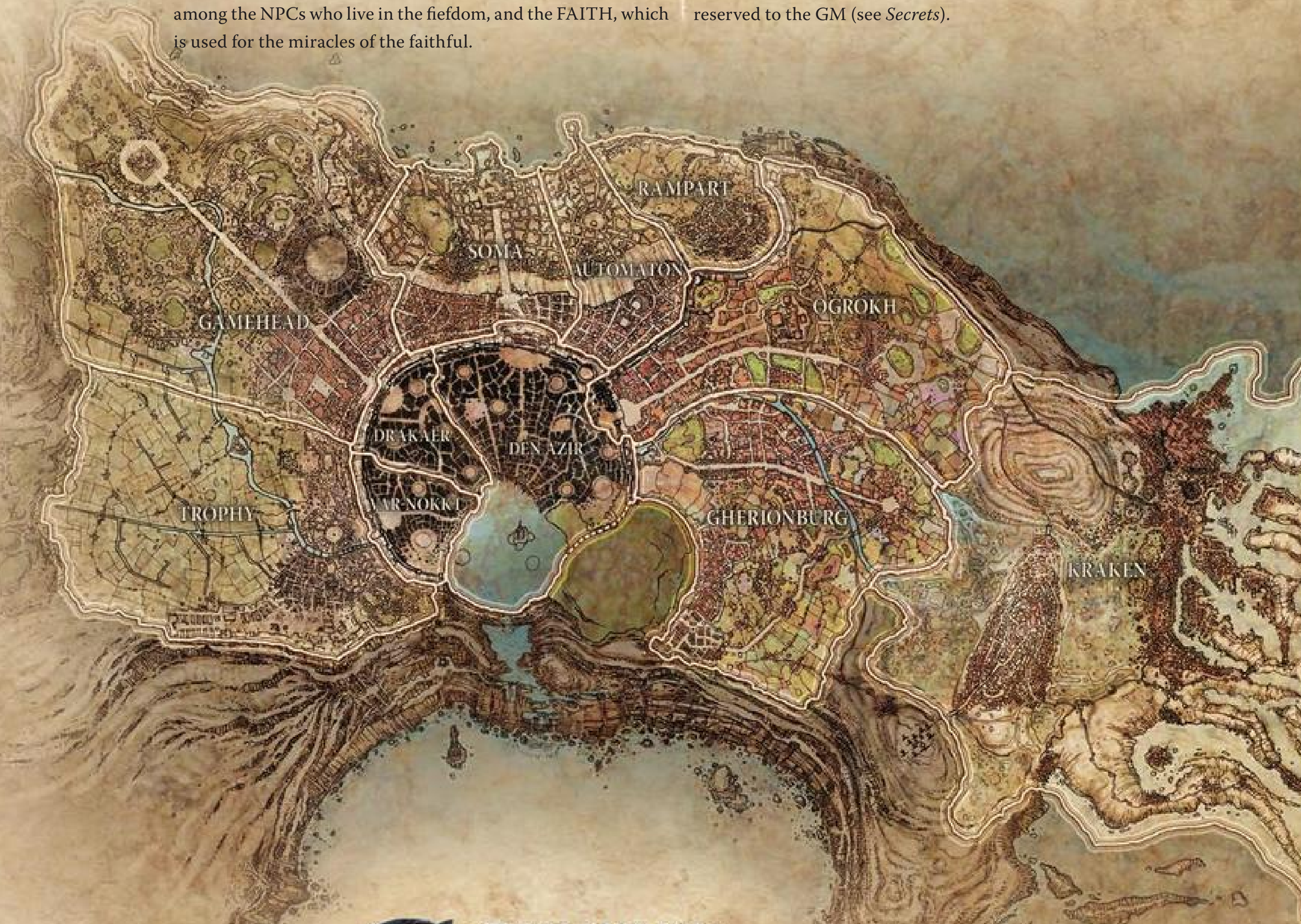
A map presents each fiefdom and its most famous districts. It is accompanied by a short description of the fiefdom's population as well as of the motto of the governing family at its head. This also includes information that is useful for the game: dominant attitude, meaning the attitude that is the most common among the NPCs who live in the fiefdom, and the FAITH, which is used for the miracles of the faithful.

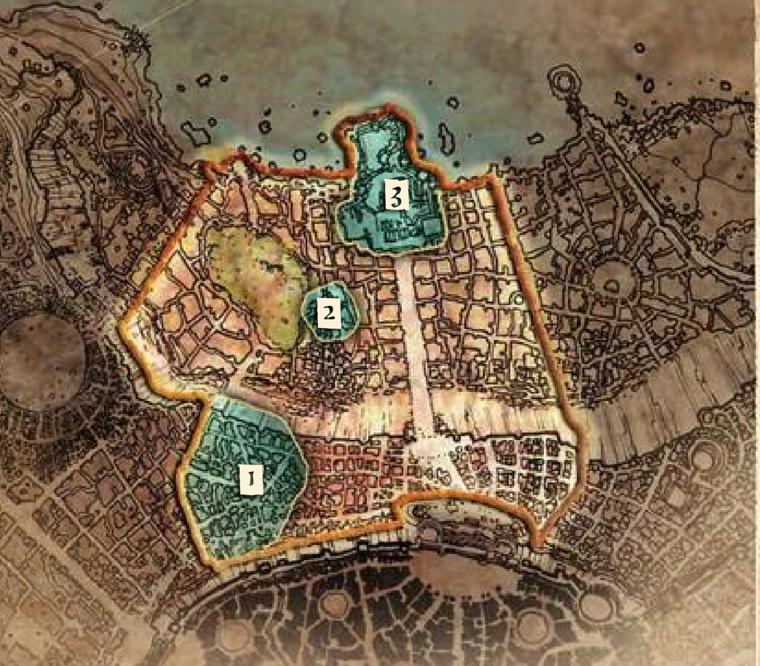
The history, the ruling family and the intrigues that are linked to the fiefdom's inhabitants follow the presentation of the atmosphere during the day or at night.

The most famous districts are then presented with the dominant attitude and the FAITH that are specific to each one.

Several locations are introduced for each district. Their names are followed, in brackets, by a dominant attitude and its allegiance. A place's dominant attitude is the attitude that reigns in this particular place and which determines the attitude of the NPCs who live there. The allegiance indicates who owns the place or under whose influence it is.

Throughout these pages the names of certain NPCs are indicated in bold type: these are contacts. (see *Interaction,* p.230). The other NPCs are presented in the Cadwallon supplements reserved to the GM (see *Secrets*).





1 Morgue street
2 Heaven Heights
3 Port of the Ondine

SOMA

In life as in death.

Peer: Vanho Soma

Population:

- Elf: Common
- Goblin: Common
- Human: Common
- Dwarf: Common
- Ogre: Common
- Orc: Uncommon
- Wolfen: Rare

Dominant attitude: Subtlety.

FAITH: ○ +1, ● +1

On the streets

The fiefdom of soma shines less by its surface than by its location. During the day, traffic is important and many streets are choked-up. Sailors coming from the port of the Ondine meet rich merchants closely followed by pick pockets. These wealthy traders don't grant the slightest attention to the porters coming from the Automaton or from Rampart to earn a living.

At night, another kind of population takes over the streets. The artists spend their hard earned ducats on drinks, gambles and debauchery. The thieves of Morgue Street roam their domain, laughing their hearts out with the patrons from the upper city looking for forbidden pleasures. Many voyagers and poets consider Soma to be the keeper of the bohemian traditions of Cadwallon.

History

Soma was a run away slave of Acheron with a heart for justice. During the Battle of the Wall of Earth, he led the way for the Dogs of war by neutralizing the magic snares set by Sophet Drahas and his minions. To express his gratitude, Vanius granted him a fiefdom.

Soma who had become one of the dukes most revered advisers, died many years later. Meanwhile, he helped his children's accession to the highest offices of the city and secured the grip of his family over the fiefdom.

A dreadful plague swept the district between 955 and 957, notably renamed "Morgue Street" since. The authorities had to wall the place with high barricades of stone and steel. This wall still stands today.

The Soma family

The Somas are a well united family thanks to ancestral traditions. Their multiple talents allow them to be represented at every level of the Cadwë society. The family treasure insures them a lavish life style and opens all the doors of Cadwallon. Thus the Somas are seen sometimes as lazy eccentrics having lost contact with reality, sometimes as avengers tormented by their fascination for the occult.

The actual Peer of the fief is Vanho Soma. This disturbingly handsome warrior-mage has a hard time trying to hide the pride burning him from the inside. For many, he is the link between the rigorous traditions of the Somas and the boldness of modern times.

Isabeau, nicknamed "the Secret", is an outstanding member of her clan. The young maiden has left the delights of an easy life to embrace the call of the sword by joining the guild of Blades. Brehnan, the ambassador of Alahan, often requests her services.

Powers

Despite the considerable influence they enjoy, the Somas never feel comfortable when in the light of power. Though one only needs to look a bit closer to see that the family has a strong grip on the reins of their domain. For the Somas, blood links have more value than gold. The clan kept the esoteric traditions of its ancestor and welcomes several magicians. The latter take great care not to show the whole extent of their powers which feeds the mystery surrounding them and is useful during negotiations.

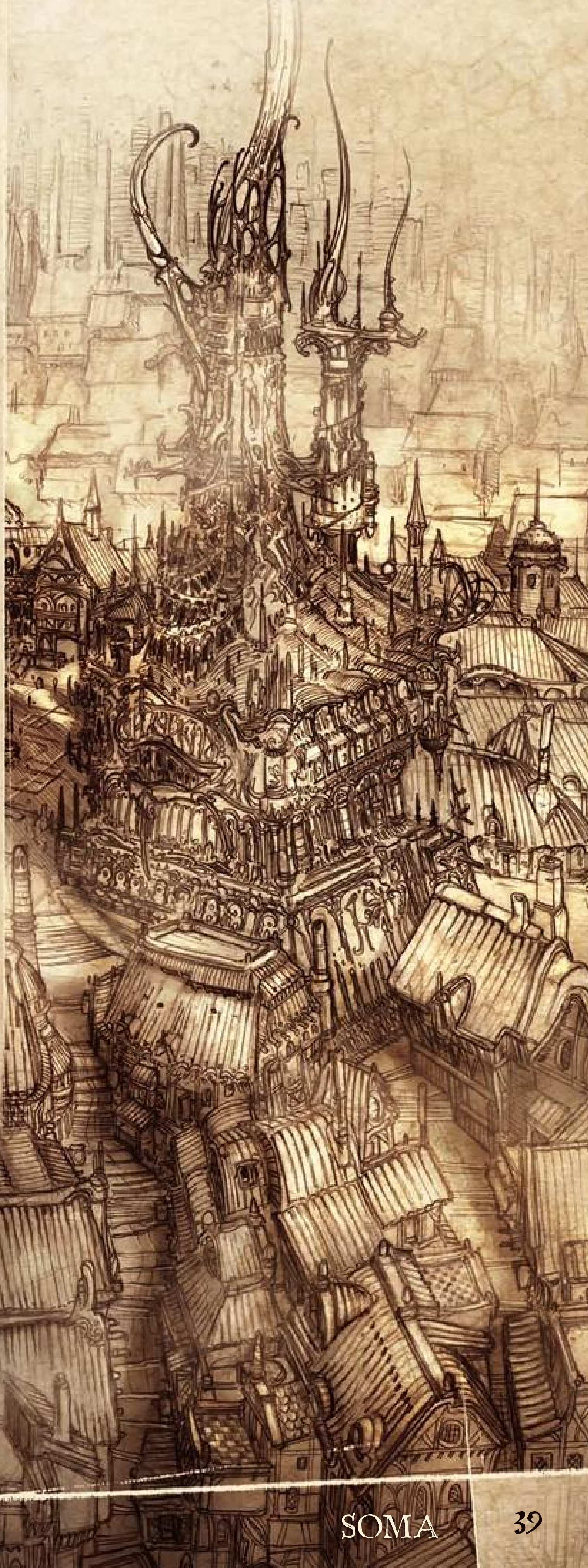
Plots

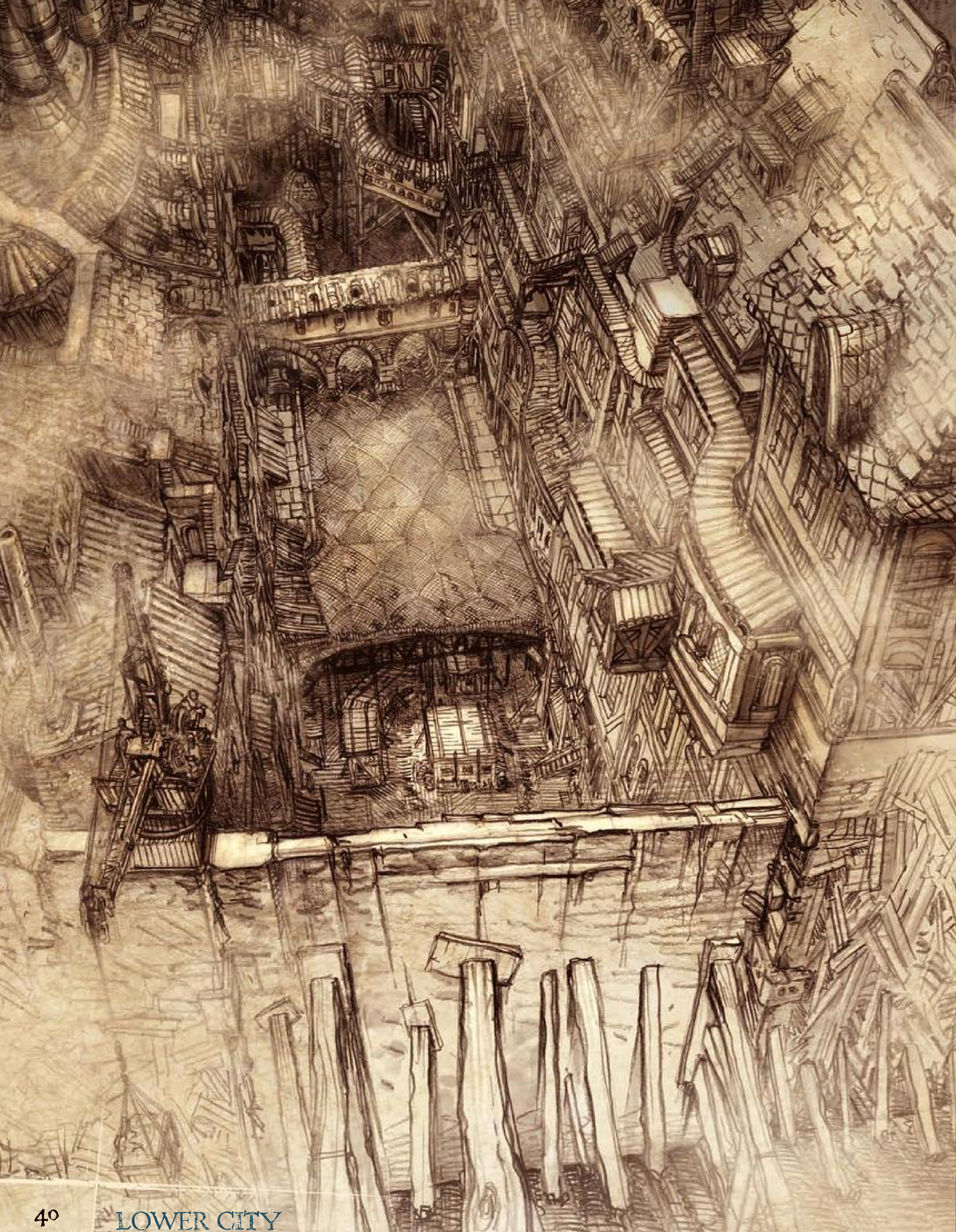
Vanho soma inherited the family fiefdom after the loss of both his older twin brothers, Anon and Aghovar. The first who was in charge of the family domain before him, died under the blade of the Usurers' assassins. Aghovar who was the Guild master of Thieves soon followed him to the grave after an attack by Sophet Drahas. The necromancer stole the Talisman of shadows, a legendary treasure of the guild. No one knows how long the bloody vendetta between the Somas and the Usurers will last.

The people of the fiefdom have way to much on their mind to care for these intrigues. The quietness of the port of Ondine is constantly disturbed by the menageries, to a point that it threatens the peaceful reputation of the neighbourhood. Moreover, the presence of the only proper school of magic of Cadwallon, of the guild of Thieves and the Embassy of Alahan provides enough gossip and plotting to keep the inhabitants busy.

Over the last months, individuals bearing cumbersome parcels have been spotted at night. According to rumors, they come back from the underground. Yet no free leaguer or shrew has met them. Though, considering the number of parcels transported, these mysterious individuals must be roaming the Free City's tunnels for quite a long time now.

> "You know, that wretched fool who
> was going around telling everyone
> that the templars were hand in hand
> with the Harlequin? Well, he has
> been found dead this morning...
> With his throat slit..."
>
> *– Langan, night bird of Heaven heights*





MORGUE STREET

Dominant Attitude: Opportunism.

FAITH: ●+1

After the plague, a poor population invested Morgue Street and rebuilt everything, assembling unsanitary shelters in buildings. Not surprisingly the guild of Thieves chose this poverty stricken stronghold to establish their headquarters. Day and night the street is swarming with life. When the moon shines over the city, robbers and beggars easily use their weapons to get what they desire.

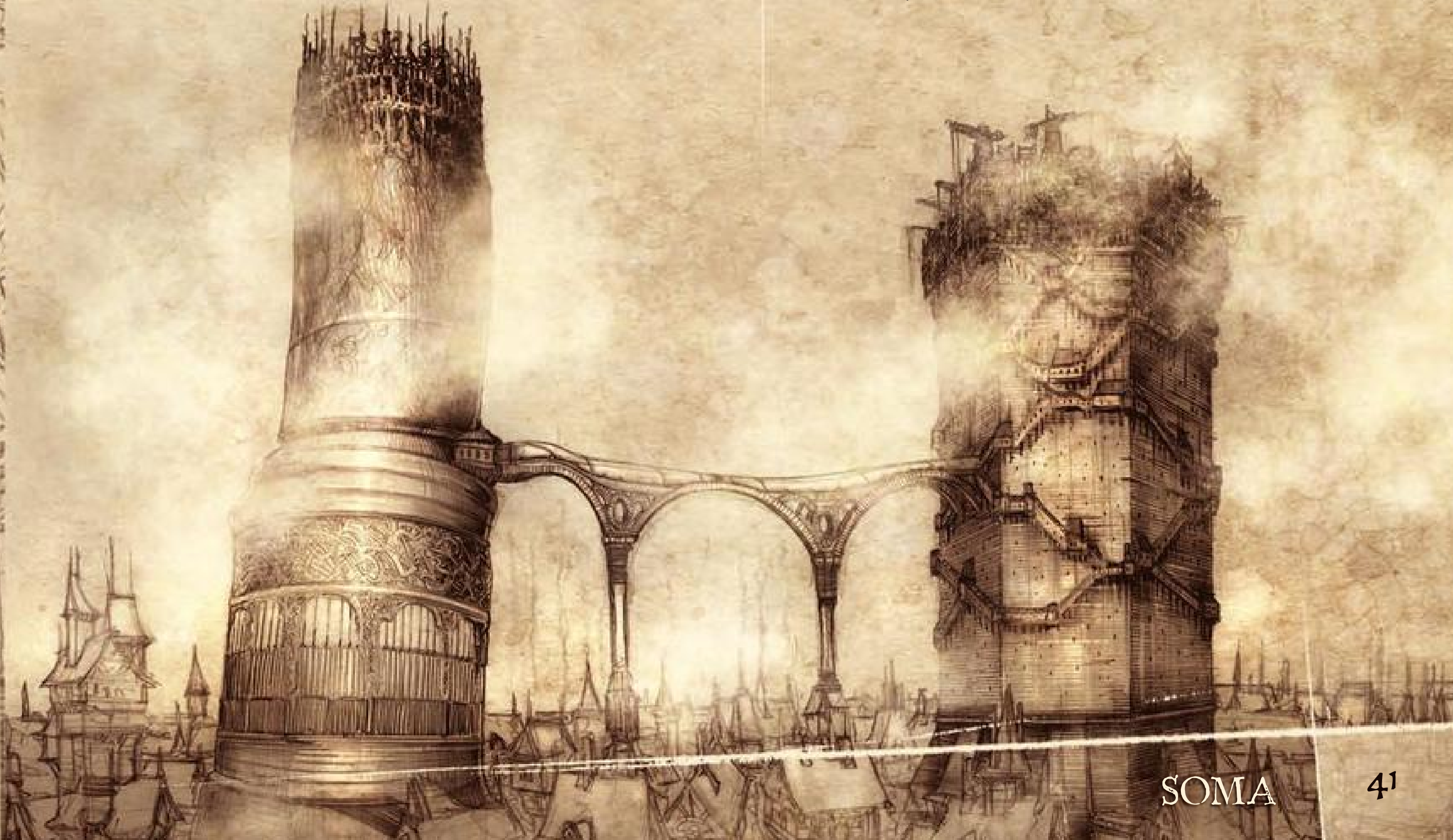
- Many stockades surround the street, each one under the surveillance of a **guard station** (Discipline/Milicia). These stations are in charge of securing the quarantine, even though no evidence of the plague has been spotted in years. The inhabitants believe the milicia is maintaining the watch only to keep an eye on the Thieves. Anyhow, the militiamen selected to watch the walls are some of the best recruits from the local barracks.
- At one end of the wall is held the **Beggars Market** (Opportunism/ Neutral), supplied by the wretched people of the district and a few shrews. Among the broken knifes, the rags and the rest, a costumer with a keen eye can find some true wonders, sometimes sold for almost nothing, or barely enough the feed a ducat-less wretch. Some Thieves hide there and sell highly illegal articles.
- At the core of Morgue Street, one can find the **guild of thieves** den (Sleight / Guild of the Thieves), a set of buildings linked by an incredible amount of bridges and secret passageways. The houses are adjoining, thus the untrained eye would have problems distinguishing the exact limits. A thief on the run might come in one way, disappear and walk out another door at the other end of the street a minute later. Lately, the guild has known a leap in activity. At night the narrow windows of the highest towers shine as if they were lit by a thousand candles and are the hideaway of all the thieves of Cadwallon. Those who wish to contact them can ask the young **Mirole** who doesn't hesitate to boast of his thefts to seduce the ladies.
- If no one seems to know the exact location of **the Clinic** (Subtlety/Syhar), the elder people living by tell of the grotesque operations taking place there when the plague was at its climax. Syhar scientists who worked in this sinister place promised to heal the sick. Though everyone knows they have left long ago, yet when a beggar disappears, the population tends to attribute the event to some mutant creature coming from the entrails of the city.

HEAVEN HEIGHTS

Dominant Attitude: Style.

FAITH: ○+1 ●+1

This well known hill has seen its sides covered with artists' workshops, rich patrons' mansions and many animated taverns. By day, the atmosphere of the streets exhales a bohemian lifestyle. When night comes, Heaven Heights turns into a temple of pleasure and luxury: nigh time artists, shadow beauties and wealthy young people meet to celebrate the happiness of a life that can end the next day.



- The best way to anger a Soma is to compare **Haven** (Subtlety/Soma), the mansion of the Peer's family with one of the Claws of Terror, those direful strongholds owned by the houses of Acheron. The walls of Haven haven't lost any of their grandeur over time, quite the opposite. The wear of time makes the building look as if it was enchanted, its silhouette largely overshadowing the surrounding districts. This is where the Somas and their allies meet to discuss and keep in touch with the important events of the city's life.

- After having moved no less than five times, the diplomatic delegation of the crown of Alahan (in office in Cadwallon since 833) has settle in the luxurious palace of "**Whitehaven**" (Style/Kingdom of Alahan). The current ambassador of the Lion, Brehnan of Alahan, doesn't seem ready to leave this shelter which was offered to him by the Soma family and in which he has been living for almost thirty years.
- The **Workshop** (Style/Tailors) is a huge store set in an old warehouse. The current owners, the masters of the guild of Tailors, do their best to give an "Upper city" twist to this crumbling old building. Contrary to what this excess of style might let believe, this store is not only for the aristocracy; and the commoners of Cadwallon come here to find some good bargains, especially before and after the carnival.
- The **Solitary Lodge** (Discipline/Empire of Akkylannie) is the meeting place for the Templar order in Cadwallon. This massive building which looks like a fortified library is subservient to the Temple of the West, one of the four cardinal commanding offices of the warlike order. Paradoxically, entry is free thanks to Brother Sauvalle, confessor of the rogues and redeemer through wisdom.

The Solitary lodge, with its diamond coat of arms, is constituted by individuals who are more interested by the mysteries of knowledge than those of arms. Nevertheless the lodge houses a handful of companions and followers able to defend it. To this day, the building hasn't been the target of any theft. Particularly indulgent, the Templars have sheltered by the past many wounded or runaway rascals. Also, they are not selfish concerning their knowledge and do not hesitate to share it if one manages to stir their educational feelings. This reputation of hospitality is primarily due to Brother Sauvalle

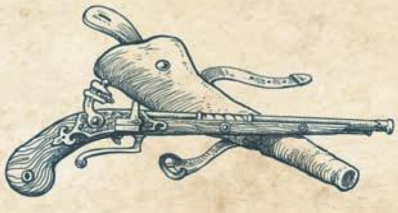
The Solitary lodge has lately been under the scrutiny of the embassy of Akkylannie. Several investigators of the Inquisition have offered a large reward to anyone who would help them find a mysterious masked woman.

- Capable of housing a great number of visitors and lavishly decorated, the **Last Dance** (Style/Neutral) is the most prestigious cabaret of Cadwallon. The artists and dancers working there hope to draw the attention of rich patrons who are a large part of the customers. The young handsome people from the surroundings meet there to flirt with luxury and spend their parents' money.

The Last Dance used to be owned by Vanho Soma. When he inherited the charge of the fief, he donated his former den to Isabeau, the daughter of late Anon. The Secret rarely appears there and the personnel remain vague when asked about the place's owner.

The cabaret is also **Alizarine's** haunt. It's there, shrouded in smoke and luxury, that she draws the cards for the curious and prepares operations in the foundations of the city.

- There is in Heaven Heights a really curious building despite its ordinary appearance. It is easy to recognize since no other building adjoins its large high walled yard. The reason is: Day or night, the wanderers who pass by the gates hear wind blow, water murmur, fire roar and earth rumble. Not everyone enters **Cameon Mansion** (Subtlety/Neutral), the only school of true magic of Cadwallon! This very selective institution welcomes around a hundred students. Each one of them pays a great lot of gold to follow the three year course. These chosen few learn to manipulate Primagic and the ways of elementary magic with five expert professors. There is a rumor that a longer course would exist to learn how to master the art of magic in depth. The mansion is currently under the benevolent guidance of Sayuri Soma, a half elf having reached the maturity of his beauty.
- There is in the district another severe, yet ordinary looking building. Strangers believe it to be a warehouse, but it really is the locale **Barracks** (Discipline/Militia). The militiamen of Soma are trained there and live there in a professional atmosphere worthy of the upper city. The building holds a well kept prison. Even though located in the lower city, the fief often welcomes prestigious visitors, therefore rogues too.



PORT OF THE ONDINE

Dominant Attitude: Opportunism.

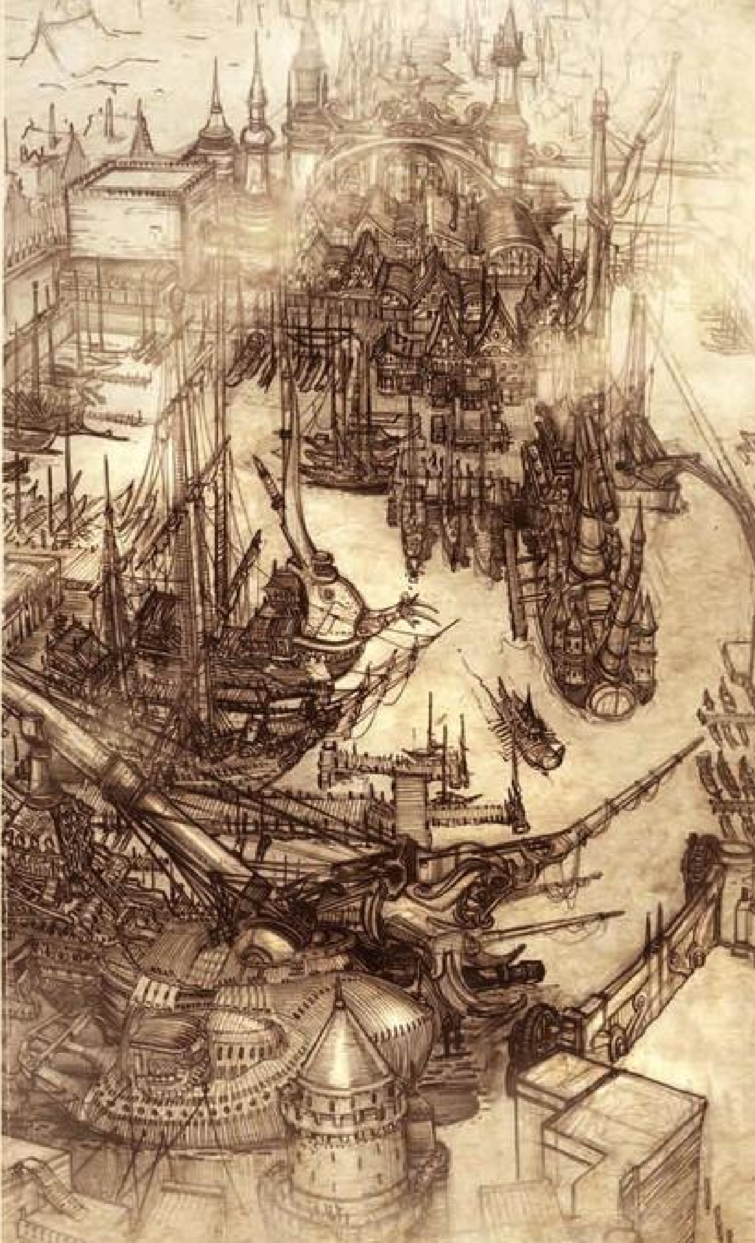
FAITH: +1

The modest port of the Ondine, built on old quays, is sheltered from the strong currents by heavy water locks which render any kind of manoeuvre difficult. For this reason, it is used mainly for the upper city's important people's boats, as well as the merchant boats loaded with rare and difficult to defend products. More and more burghers pass through there in order to avoid having to go through the lower city when they need to go somewhere. Some have even invested fortunes to build a secondary residence there, far from the turmoil of the city but without actually leaving it.

The militia is not really interested in the Ondine, reputed for its calm. The inhabitants wish to avoid drawing attention towards the peculiar events which take place there sometimes at night. The Ferrymen's guild, which's influence can be perceived in this location, has recently launched a vast armed operation to find out what is being planned against them in this posh harbor.

- The **harbor office** (Style/Ferrymen) is as much a luxurious inn as an administrative building. The extremely numerous personnel show a lot of politeness and ingenuity to satisfy the port's privileged guests. Administrative procedures are dealt with surprising speed. According to the word on the street, a special office even advises some ship-owners on the best ways of avoiding the ducal laws on sailing or custom taxes.
- The **Palace** (Opportunism/neutral) is a luxury hotel for well off travelers. Unfortunately, situated in the lower city and a bit too flashy for some, it only draws those whose lineage or purse doesn't allow to access the opulence of the upper city. One can still come across prestigious visitors, who want to avoid the public eye and keep their presence in the city as discreet as possible.
- The **walk of the Ondine** (Opportunism/Ferrymen) is the main street which runs along the harbor and its quays. The street swarms with activity all day long: People come and go on and off the ships, the shouts of the sailors cover those who sell all sorts of victuals. Street "retailers" and "rising artists" try to sell their goods to suckers unable to estimate anything.

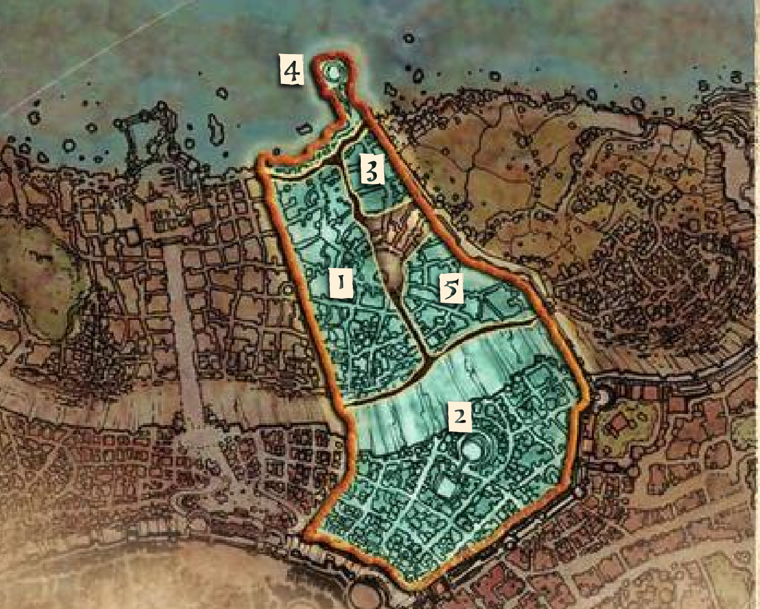
At night, the taverns are filled with dockers weary after a days work, and the street is quiet. Patrols of the guild of Ferrymen closely control the goods sold at this hour prone to illegality. Already very busy, the patrols don't pay much attention to the children and teenagers who stride from house to warehouses quickly. These night prowlers aren't doing anything illegal; they meet every day with Raun Vomroh, a young man who organises "menageries", sorts of great meetings during which he exposes a revolutionary dogma dangerously close to that of Vile-Tis.



- The **slums** (Pugnacity/neutral) are the refuge of many homeless people. Very discreet during the day, they assemble when night comes and prepare their criminal activities to secure themselves a living. Tolerated until now by the militia in exchange for bribes, these misled people seem to be trying to federate lately.

SOMA
Slang

Walking the true Cadwallon: To frequent the intellectual coteries of Soma.
Walk the wall, Rise to the crenels: To flee to the Rampart fief.
By extension: To take some time off.
Acting the Soma: To spend without counting, showing off.



1 THE OLD DISTRICT
2 THE FINE SHAFT
3 THE PRECIOUS
4 THE OBSERVATORY
5 THE LINE

THE AUTOMATON

Two masks for one Guide.

PEER: Xär-Lilith and Yalin Aoue

POPULATION:

- Elf: Common
- Goblin: Rare
- Human: Common
- Dwarf: Uncommon
- Ogre: Rare
- Orc: Rare
- Wolfen: Rare

DOMINANT ATTITUDE: Discipline

FAITH: ◉+1

On the Streets

Built in former Cynwäll quarries, this fief is set in a hollow area, a bit like a bowl. In its centre stands a giant construct. The streets, which follow the slopes, coil around the imposing stone silhouette. The latter is visible from anywhere in the fief, even from the most winding streets

During the day, the life of the inhabitants follows a well respected routine. Though they are not machines, these Cadwës know their role and perform it seriously and resolutely.

At night silence weighs over the fief's districts. Only the customary "clang" of the Automaton's face changing orientation disturbs this quietness.

History

When the city was freed by the Dogs of war, Twilight, a half-elf from a company of parias, was spotted for his determination and his strategic qualities. He showed his value especially during the battle of the Automaton by driving back an infiltration attempt by the army of Sophet Drahas. Twilight drew his last breath under the mysterious Cynwäll automaton fighting a spectre of Acheron.

When the independence was announced, Twilights company was given a fiefdom. An assembly of followers of the deceased half elf decided to honor their captain's sacrifice by remaining united forever. Despite their good intentions, the project crumbled apart under the pressure of the cultural differences between the elven parias. For months, the fief was the stage of many skirmishes between the Daïkinee and the Akkyshan. The wound left by Scaëlin's treason started to bleed again. To fight side by side was one thing, living side by side is something else.

In 834, the intervention of the Cynwäll cooled the spirits. The elves of Laroq offered an alternate control of the fief by both rival factions. Whereas the Cynwäll would never interfere in decisions, save in the case of major disputes. The Automaton was chosen as the symbol of this union and the Cynwäll mages gave life to its mechanism. Ever since a mysterious process makes the statue's face change.

When the gaze of the Automaton is turned towards the forest of Quithayran, the fief is under the control of the Daïkinee. When it gazes to the west, towards the dark skies of the shadow webs of Ashinân, the Akkyshan hold the reins of power. The Automaton is ruled by a mysterious and unpredictable cycle. It can remain still for weeks or keep changing each day.

The Xär-Lilith and Aoue families

Though they are called "families", they are not families in the true sense of the word. The fief is ruled by two women who, albeit their differences, have a similar vision of the peerage: they take decisions, alone, concerning the durability of the Automaton. With no direct heirs, they are surrounded by intriguers trying to draw their attention.

The Xär-Lilith family is one of the most venerable elven families. Their origins can be traced back to Scaelin'escape. Its founder was no other than the fallen princess's first courtesan. The matriarchy is led by an old lady who is only known by her moniker: Xär-Lilith (1).

Despite her bowed and frail frame, Xär-Lilith is a reputed diplomat in the duchy. She was able of making people forget her people's atrocities and safe keep Cadwallon's interests.

Xär-Lilith does her best to maintain the balance of the Automaton. Her orders are respected by her kin. She rules alone, and few are the advisers that survive more than a year in her service. Xär-Lilith likes having around her servants working for her with a sickening devotion, tainted by admiration and fear. She is also gifted with a strange power: the gift of ubiquity which allows her to be in different places at once.

The Daïkinee are ruled by Yalin Aoue, a young maiden whose parents mysteriously disappeared two years ago. The dignitaries of her people have brought her up to respect the traditions of Quithayran. She is fourteen years old and was able to impose herself as Peer of the fief; and her decisions are rarely contested, even by the older advisers in her entourage. Early on she was conscious of the adequacy of her heritage and the modernity of Cadwallon. The only being able of making her change her mind is a forest animae who appeared shortly after her parents' disappearance.

Powers

The cohabitation between the Daïkinee and the Akkyshan of the Automaton has long been prevented by the rancor and the hatred opposing the two people. Despite these frictions, the fief organised itself around a gigantic construct. Each time the face of the Automaton moves, the elf power and the local atmosphere change.

The important locations of economical life are in the hands of the elf families since the independence of Cadwallon. Most of the stalls have two owners (a Daïkinee and a Akkyshan) who switch around depending on the construct. Each have their own habits, clientele and goods. Very few are those who do not obey this law, since the sacrifice of Twilight – whose spirit is said to have found refuge in the Automaton – is still present in everyone's memories. Half elves benefit from a particular status. They must respect the law depending on their maternal ethic origin. Though other Cadwës are not concerned by these strange rules, rare are those who accept to work in this elven enclave. Yet most of them respect this unconventional political system.

Plots

The movements of the Automaton are at the heart of many debates : influence of the heavens, Divine intervention and so on. Rumors go round concerning the true function of the animated statue: guardian construct, astronomical device or simple remains of ancient times...

Tremors regularly shake the earth in the fief of the Automaton. Indeed, the forgotten shafts of ancient mines render the stability of the buildings precarious. The free leaguers explore regularly this network on account of the authorities. Their missions are considered of scientific interest.

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(1) *Xär*: Eye.

THE OLD DISTRICT

Dominant Attitude: Style

FAITH: ○ +1

Despite its name, the district is not that old. It's rather a district interested in what is old. Its founders wanted to unite all the historical and mythological knowledge of the city, but the project was swiftly put off track. The old district is now the hub of a traffic of artistic goods. The explorers who walk the city's underground come here to sell their treasures or have them estimated.

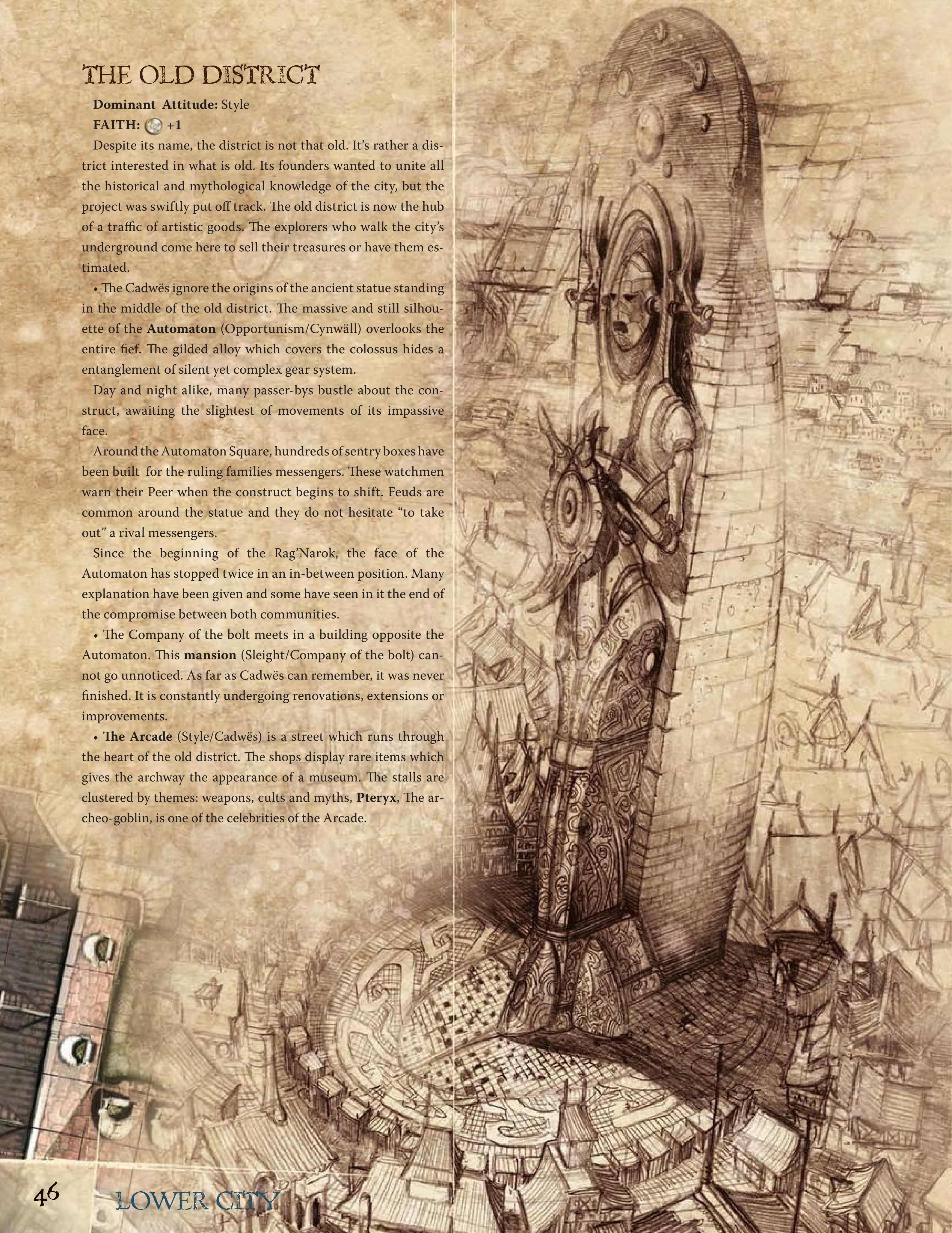
- The Cadwës ignore the origins of the ancient statue standing in the middle of the old district. The massive and still silhouette of the **Automaton** (Opportunism/Cynwäll) overlooks the entire fief. The gilded alloy which covers the colossus hides a entanglement of silent yet complex gear system.

Day and night alike, many passer-bys bustle about the construct, awaiting the slightest of movements of its impassive face.

Around the Automaton Square, hundreds of sentry boxes have been built for the ruling families messengers. These watchmen warn their Peer when the construct begins to shift. Feuds are common around the statue and they do not hesitate "to take out" a rival messengers.

Since the beginning of the Rag'Narok, the face of the Automaton has stopped twice in an in-between position. Many explanation have been given and some have seen in it the end of the compromise between both communities.

- The Company of the bolt meets in a building opposite the Automaton. This **mansion** (Sleight/Company of the bolt) cannot go unnoticed. As far as Cadwës can remember, it was never finished. It is constantly undergoing renovations, extensions or improvements.
- **The Arcade** (Style/Cadwës) is a street which runs through the heart of the old district. The shops display rare items which gives the archway the appearance of a museum. The stalls are clustered by themes: weapons, cults and myths, **Pteryx**, The archeo-goblin, is one of the celebrities of the Arcade.



THE FINE SHAFT

Dominant Attitude: Subtlety

FAITH: ●+1

The district is composed of troglodyte houses carved in the Cynwäll mine shafts. Seperate clusters of houses make up the main body of this mainly residential district. The inhabitants of the Fine shaft share a way of life which distinguishes them from other Cadwës.

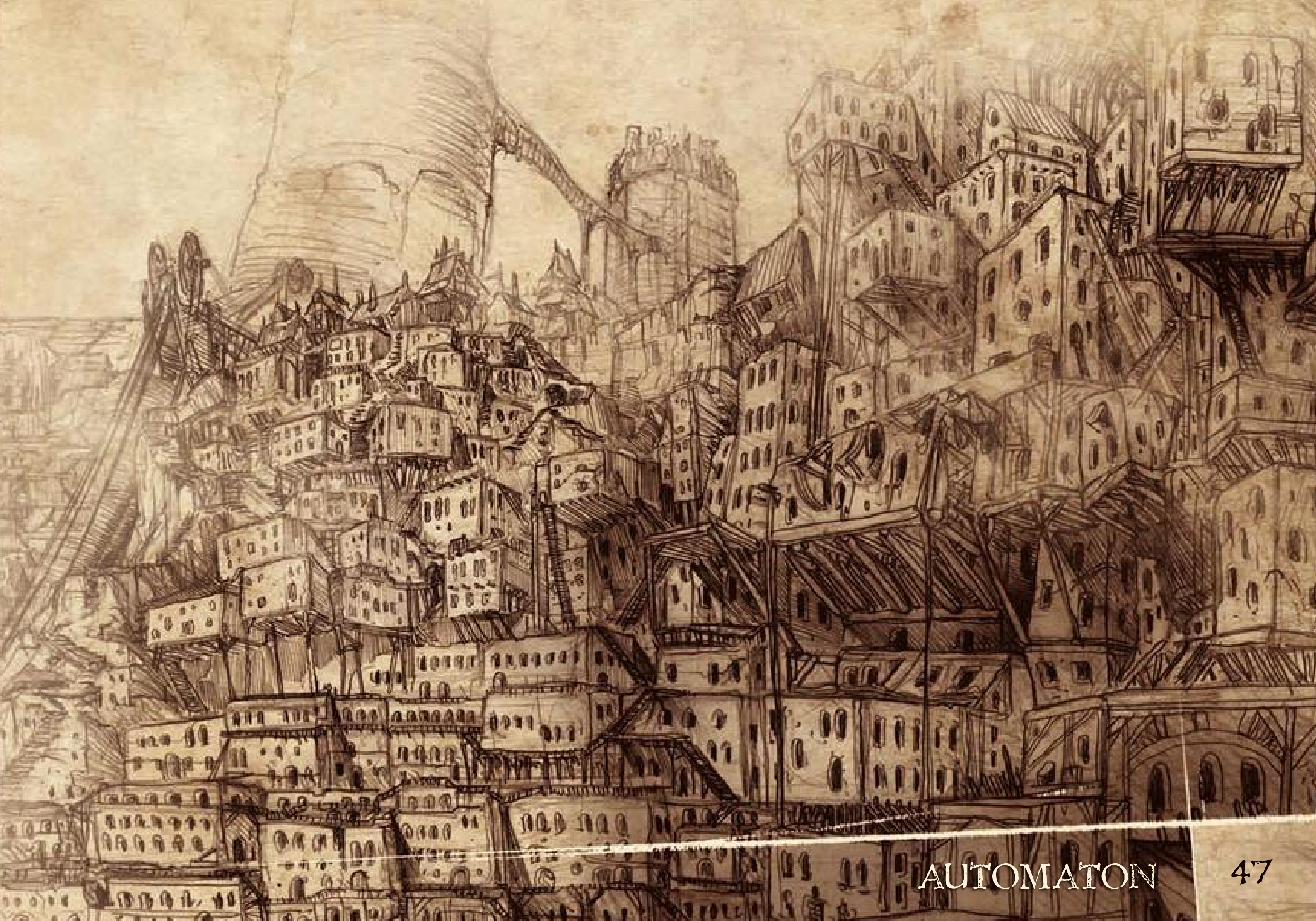
- The weather-beaten walls of the former quarry are full of tunnels, many of which dive deep under ground. One of these networks of caves hides hot springs which have been turned into a bathhouse reserved to women. **Lady Fyea's pools** (Style/Cadwë) are run by a Daïkinee with a moiré complexion and a unforgettable deep blue gaze. Adding to the servants (12 Cadwës), the establishment is protected by a minotaur, **Dôzer Grey Muffle**, who fell for the elf.

Around the tiled pools, the most influencial women of the city meet. Here a cautious ear might gain some important information. The reputation of theses baths owe as much to the sophistication of Lady Fyea as to the mysterious qualities of the water. This water sometimes carries a strange pearly oil. Many customers have seen there skin gain back its youth within weeks. Beyond mere appearance, it also soothes burnt skin, infection and skin problems.

- The **In-turn Towers** (Discipline/Cadwës) is a curious building, erected on the remains of Cynwäll columns. It's the only place in the fief which evades the rule of the Automaton. The Peers gather there with their advisers. Both ruling families own a tower of the building and the central bridge is dedicated to the Peer's function: interviews, fiefdom's archives, administration and so on. The management of trade and public spaces are dealt with here as well as the shared life of the communities. In the halls of the tower, black mail and corruption are commonly used to take advantage of the revolving management system. Here the coming and going is never-ending and the place never rests. One might come across **Qeanimrül** the guide.

- The southern part of Fine shaft, nicknamed the Nasty shaft (Subtlety/Usurers), is an entanglement of streets sprouting shops of a particular kind. One can easily find money here, but the interest rates are very high and pay back is often done in favors rather than in ducats. One will also find the safe builders who are fondly appreciated by the city's rich people from the Upper city. All the shops represent the visible features of the Usurers activity. To tell the truth, the latter are trying to take over Nasty shaft and turn it into an independent district.

Many rumors go around concerning the many events that happen at night in the district. The passers-by tell of horrible creatures and terrifying screams. Here at night everyone stays at home.



THE PRECIOUS

Dominant Attitude: Style

FAITH: ● +1

This district is built within guarded walls and one must show one's credentials to be allowed inside. Inside, there are mainly massive stone buildings. In here everything is negotiated around a table, away from the nosiness of the street. At night, for security reasons, activities are almost brought to a halt.

- At the heart of the district, the huge rooms of the **Precious market hall** (Opportunism/Jewellers) houses the dealing and bartering of the gem sellers. The Jewellers' armed men keep an eye open and insure the correct development of the deals. The upper storeys of the building shelter the guilds headquarters. In order to enter there, one needs the recommendation of a guild member ...even if one has to pay for it.
- The little temple of **Widow Dawn** (Discipline/Akkyshan) is the only place of worship dedicated to Lilith, the Akkyshan divinity. Contrary to what many believe, this dimly lit place does not stage dark rituals and bloody sacrifices. If one does not take into account the rhetorical contests which opposes the Khelekera – a group of new converts led by the Akkyshan woman Synaïya – to the followers of Lilith, the sanctuairy's calm is favourable to meditation.

Among the many passers-by who wander around Widow Dawn, one can meet a Kelt mystic: **Vestalia the Mystic.**

THE OBSERVATORY

Dominant Attitude: Opportunism

FAITH: ●+1

This district has been built around the observatory erected by the Cartomancers to study the heavens and learn about their influence over the life in the city. Its inhabitants are a curious mix of scientists, scholars, soothsayers, predicators and... charlatans.

- The **Observatory** (Opportunism/Cadwës) is a white stone building, covered with a huge looking glass. Its entrance is barred during the day, since the lens amplifies the heat of Lahn, and the inside temperature becomes unbearable. When night comes, many eccentric scholars hurry inside to be able to stargaze.
- In the north-eastern part on the old district, a side of the shore is covered with dense vegetation with roots digging deep under Cadwallon. The elves from Quithayran come here to meditate and to be united in communion with the strange grove full of exotic plants. They call this place the **Mangrove temple** (Sleight/ Daïkinee).

THE LINE

Dominant Attitude: Discipline

FAITH: -

The district of the Line grew under the influence of a group of Cynwäll, founders of the guild of Architects. This guild owns several buildings in the area. The Line gathers the main trades linked to the building industry: architects, workers, building material wholesalers and so on. The district is rationally organized around the stages of urban building process. In one day, one can leave with the plans of a house, a list of material necessary to its construction and an evaluation of the cost of hired workers. **Trag Vor the Coarse** claims that here the spirit of the earth is more alive.

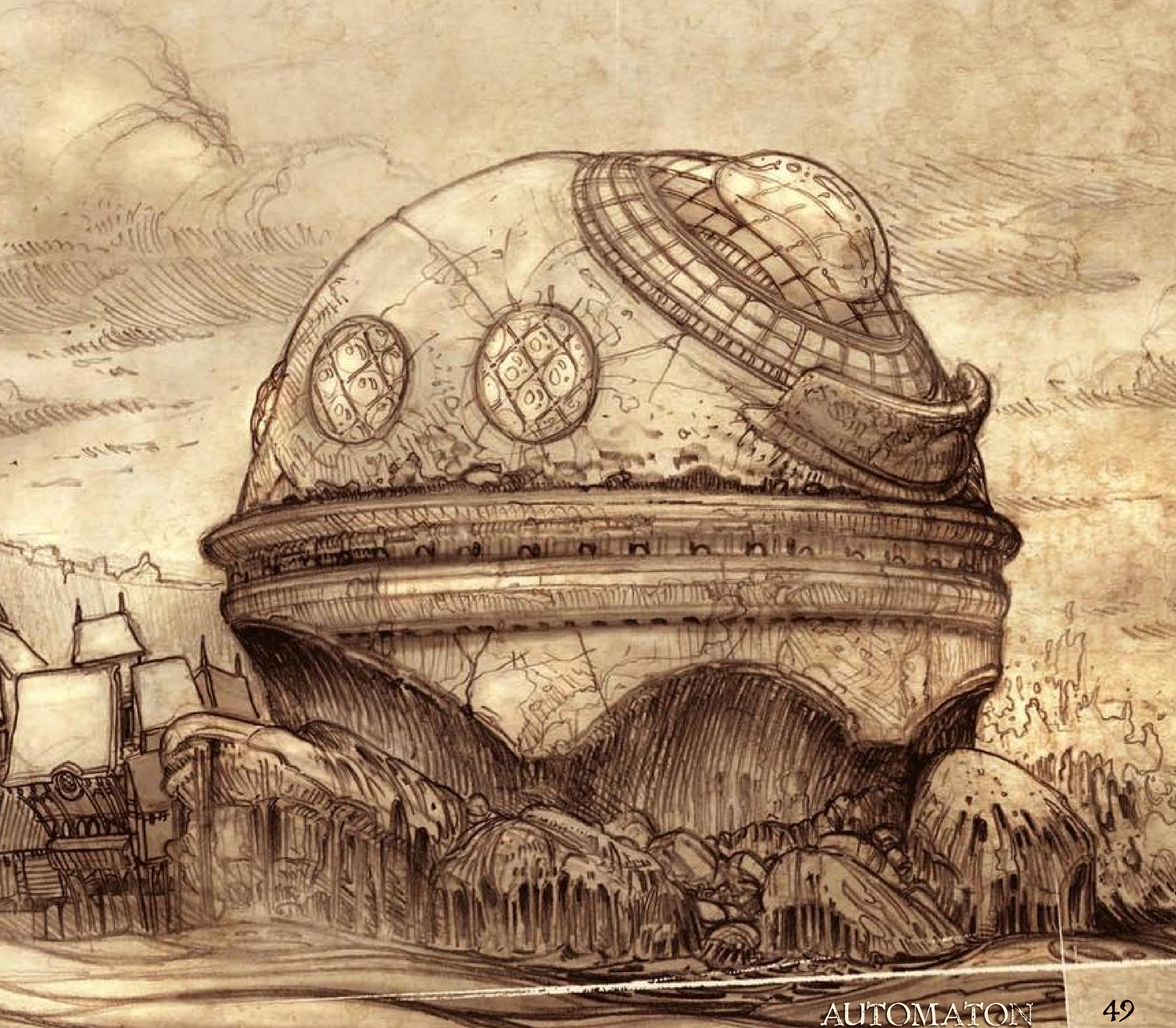
Once their day's work over, the workers from the district meet in the taverns and the atmosphere quickly becomes rowdy.

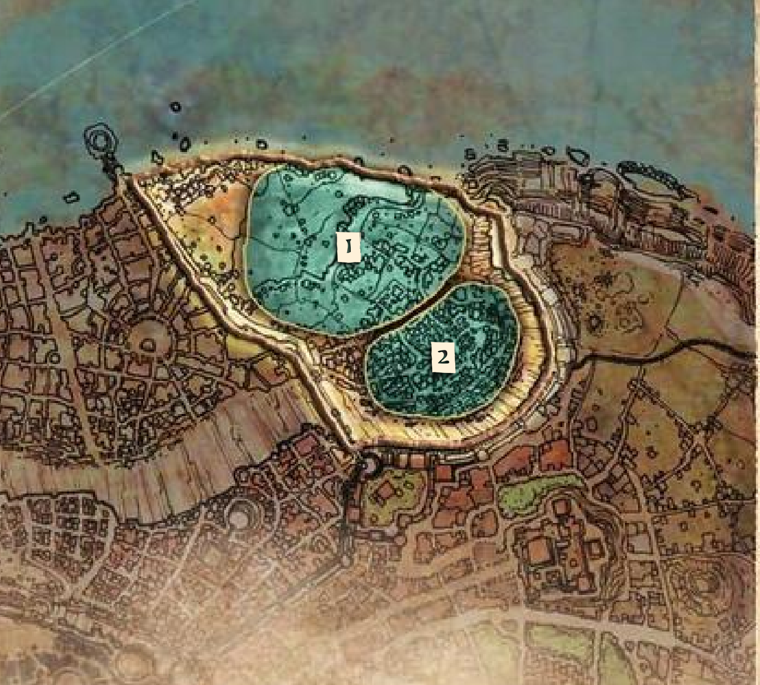
AUTOMATON

Slang

Reach the Twilight: To die as a hero. This saying is often used ironically.

A cheap automaton: For an opportunist, a hypocrite, or someone one cannot trust.





THE RAMPART

Better alive and standing than kneeling and dead!

PEER: Camélia Orrkrk
POPULATION:

- Elf: Rare
- Goblin: Rare
- Human: Common
- Dwarf: Rare
- Ogre: Uncommon
- Orc: Rare
- Wolfen: Rare

DOMINANT ATTITUDE: Opportunism
FAITH: ●+2 ●+1

On the Streets

Rampart owes its name to the remains of a wall which overlooks the fiefdom of Ogrokh. No one knows why such defence works were erected there, save for an attack from the sea... But the name Rampart applies also very well to the density of the fief: a assortment of bricks laying against one another.

Shrouded in a foul smell resulting from the garbage, rancid sweat and bird droppings left in the gutters only to be swept away by stagnant rain water and urine; Rampart is not particularly welcoming. Children in rags searching for anything eatable, faded prostitutes with rotten teeth, dirty wretches who would do anything for a couple of ducats are what visitors to Rampart notice first.

At night the fief is more enjoyable: the poor lock themselves inside their homes and only the cockiest and most spirited residents go out. They usually show themselves more welcoming and warmer.

History

In 902 Rodrigue Merul, descendant of the first Peer and inveterate gambler, committed the unthinkable. During a game of cards in the smoky basement of the Kennel (one of the most reputed taverns), he gambled his fief and... lost it!

The Merul family tried to evade Rodrigue's creditors, but in vain. Orrkrk the ogre was given the fief and the title linked to it.

The case caused quite a stir. A free assembly took place and it was decided that, for the cities stability, fiefdoms would be from then on non transferable (except in specific cases such as the lack of heirs or high treason).

Halas Orrkrk was in no way a manager and the Rampart went to the dogs. His descendants, who certainly didn't lack ambition, weren't any better though. By fear of losing their authority, they prevented the guilds and cults from settling in the fief. All of this sank Rampart further into misery. The fief became a den for churls, poor, prostitutes and victims of exclusion... The soul of the lower city.

Rodrigue was nicknamed "Rotten luck" after the loss of his fief. After having told his wife about it, the pitiable man committed suicide by letting himself fall from the rampart. He hit the ground some fifty meters below, not far from the Kennel. Doesn't fate have a sense of humor? Rotten luck is the exact spot were Rodrigue's body landed.

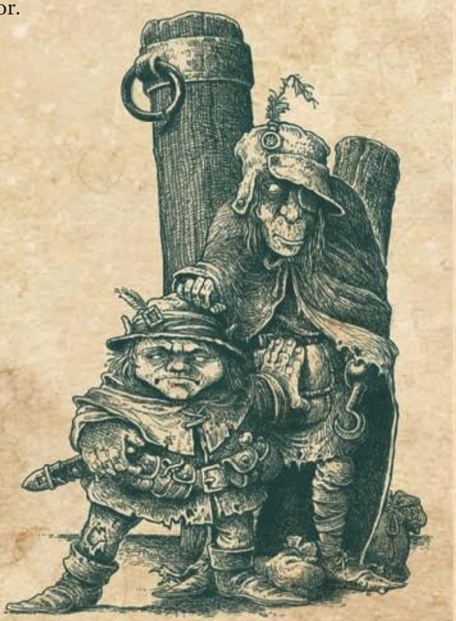
The inhabitants of Rampart are sure of it: to step even a toe there would be ill fated. And if they spit it's only to ward off ill fortune!

The Orrkrk family

Camelia Orrkrk is the current Peer of the fief. She inherited the title from her diseased husband who she killed with her own hands after he ate their only son. This act, though certainly tactless, was involuntary. The ogre was victim of a plot set by someone close to the family. He had asked one of his servants to bring him a young ogre to devour… but recognised his son too late.

A few weeks only after this incident, as some members of the family were trying to strip her from her title saying that Camelia didn't have any descendants, a young man presented himself to the Orrkrk's house. He had a long interview with Camelia and the next day, the stranger answering to the name of Den Azhir became the ogre's adopted son.

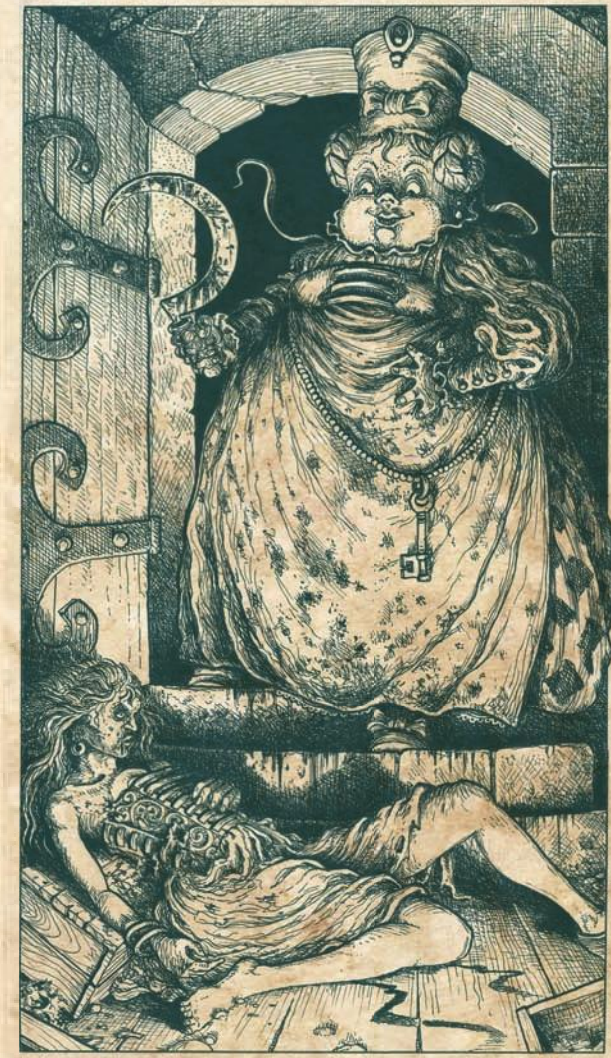
Aldenor Orrkrk is frustrated by the fact that he has not been nominated Peer instead of his cousin Camelia. Rumors circulating in the Muck (almost certainly propagated by his servants) claim that he has gotten close to Acheron. Several Orrkrks, who did not appreciate the adoption of Den Azhir, have given their support to Aldenor.



Powers

As the adoptive mother of Den azhir, Camelia Orrkrk has a certain influence over the upper city, yet it is lessened by the lack of money and the pitiable state of the Rampart. Moreover the fief is located in the lower city, the Orrkrk family lives in the upper city. They rent buildings and land from the Var-Nokkt family, which generates some issues.

In their fief, the members of the Orrkrk family are rather respected, even if the population believe that things aren't changing fast enough considering the links between the Peer and the duke. Besides the family benefits from a privilege unique in Cadwallon: they do not suffer from the guilds influence. The latter, non existent in the fief, cannot pressure the Peer. Though misery is the price to pay…



Plots

Camelia has launched a renovation scheme. She wishes to knock down what still stands in the swaps and fill it in. The problem is to get there, one must go through Lil'cad… Rumors say that several meetings have been arranged between the Peer and the Archduke (see further), but no direct witness can be found.

Camelia has already renovated the Temple of pleasure, which doubled its attendance, therefore the taxes as well. She has also financed several expeditions under the fiefdom (under the Muck), to bring back ancient artifacts. Rumors about this are contradictory: if most say that she solely hires free leaguers (the only people allowed to lead such expeditions), others say that the ogre doesn't have the necessary funds to pay for the free leagues services and calls on illegal independent shrews, who therefore are less expensive.

The guilds claim to be ready to finance the Orrkrk Family. Bribes are often offered to various representatives of Camelia, but it seems ineffective. Yet the Ogres of Rampart might not resist for ever to greed.

THE MUCK

Dominant Attitude: Pugnacity

FAITH: +2

The muck makes up most of the fief. Place of living and passage, the Muck is the core of Rampart, to such an extent that many Cadwës confuse the district with the fief itself. As expected by its name, the streets are mucky and the houses are unfit. In daytime the population survives by carrying out the most unrewarding tasks or by begging. At night, a deadly silence falls on the district, sometimes disturbed by shrieks of despair.

- Originally the **Tavern** (Subtlety/Neutral) was called the "Kennel" and was the meeting place of the Dogs of war. In 903, a blaze ravaged the building, leaving only the blacken front. The inhabitants suspected the Merul family of having tried to get revenge for the loss of their fiefdom, but until this day it has remained unproven. The blackened wood and the chipped paint of the sign are the only remainders of this event. The building itself has been entirely renovated. The front door is high enough for a Wolfen to enter and the ceiling even higher! The remains of the first floor have been knocked down to allow large individuals to come in and warm up near the fire or drink some of the many alcoholic beverages on display.

The inn owner is a female Wolfen who the customers respect and fear with a strange mix of politeness, called Lady Allya. Better not mess around! Getting into a row with her means rowing with the whole of the Muck's population.

The Tavern is the only place in the whole of the district to be permanently heated, even when winter bytes hardest. The establishment is therefore packed most of the time and represents one of the best sources of information in the lower city.

- **The Rotten luck** (Opportunism/Neutral) is found not far away, in the middle of the street. A visitor paying attention will notice that the passers-by walk around a small mossy area of a few square meters. Some spit in it, while others carefully avoid getting near it. This cursed patch is intimately bound the fief's history and Rodrigue "Rotten luck" Merul.
- **Sitting square** (Opportunism/Rags) is a simple building, erected on a former market square. It houses a hundred benches on which sleep, night after night, almost five hundred seated people who are tied up to prevent them from falling. These people are the poorest of the fief. The price of one ducat gives the right to security insured by the militia and a loaf of bread. It's often here that the members of the organisation called "the Rags" meet.
- The **leprosy** (Style/Mid-nor) is a large old building which shelters the mentally handicaped people who are abandoned by their families, be they poor lepers, wretched people with consumption, or worse. The lack of money has forced the doctors to resort to selling the dead bodies to Mid-Nor collectors.
- The only place of worship, the **Khelekera** or **Repentants' house** (Subtlety/Light) is run by Synaïya the Convert. This great rich building is the property of the Orrgrk family. It has been turned into a poorhouse, which is open to all. Yet few are those who walk through its doors. The fact that it is attended by Akkyshan elves doesn't reassure the Cadwë population much. Yet Synaïya is very appreciated and respected in the Muck for the medical care she deals for free every day.
- Located a few streets from the Tavern, the **temple of pleasure** (Style/Neutral), recently renovated, welcomes a clientele ready to pay for carnal pleasures. Any taste can be satisfied there. The building can host wolfen and some employees are Daïkinee.

Outside the temple, the strange Akkyshan **Ienâ** sometimes wanders looking for a prey or a lover...

THE SWAMPS

Dominant Attitude: Pugnacity/Opportunism

FAITH: ●+1

This district owes its name to the many ponds and waterholes fed by the rain and dirty running water. The repulsive smell found there is almost unbearable and the diseased vermin swarms in every corner. Those who live in the swamps are considered wretched among the wretched. The militia sometimes raids the district and carries away some of the terribly sick in an attempt to decrease the risk of epidemic.

During the day, the noise level is deafening, the cannon balls shot from the Shooting range of Ogrokh pound the great wall. Great blocks of stone end up falling on this side of the wall. The noise only ceases when night falls and the place becomes almost magic; the stars are reflected in the pools as if they were a thousand mirrors.

- Former tomb raider encampment turned into an outlaws' lair seeking to avoid having to pay taxes to the guild of thieves, **Lil'cad** (Discipline/Archduke) is home to around a hundred people who live of petty theft and various traffics. The leader of this clique, a former knight of Alahan stripped from his honor and titles after having fled the battlefield, answers to the bragging title of **Archduke.**

Because of the ever increasing productivity of "his people", the Archduke has had to deal with the guilds of Thieves and Ferrymen. The fees he pays still remain lower than the normal because the guilds don't examine the accounts of the community and because a direct fight would have a real cost. The Ferrymen have thought of having the Archduke assassinated, but they fear it might not be worth it.

Some entrances to Lil'cad are blocked and in other places "under control" thanks to trapped pits hidden under unsteady rocks. **Penhtow** and his band of ferrets who are always on the look out for any available job, can be usually found around here.

- The **Realm of the mutilated** (Opportunism/Neutral) is a dirty inn. The backroom is where organ removals take place under the knife of Stitch. In exchange for some blood, a finger, or an even rarer organ, costumers can stay for time proportional to their payment. Some residents suffer from hysteria, which gives the common room an unpredictable feel.
- **The Stem house** (Pugnacity/Alchemists) is cautiously avoided by the inhabitants of the Swamp. This small two storey house is one of the rare ones in the district to remain lit at night and properly heated in winter. Inside, one can purchase ointments and potions, among this doubtlessly unhygienic mess. Officially, this place is a "research centre" dedicated to the study of swamp related infections and diseases. But the rumor says that the alchemists working there practice experiment on live subjects. At night, some of them walk the streets looking for new specimens. They claim to pay their patients well and to work with their consent. Inside the shop, the shelves are full of jars filled with all sorts of toxic germs. The alchemists swear they don't sell any of them but no one has asked them where their funds come from.

- **The fountain** (Discipline/Neutral) is located amid an old square of loose cobblestones. Though it is not fed by any pipes, it still keeps pouring water. Clear and cold like stream water; this water seems to protect those who drink it from getting infected by the deceases decimating the people of the city. Yet it is hard to verify it, since a band of half sick rascals took control of it. Convinced that the fountain's properties vanish with the number of sick souls who drink from it, these rogues prevent anyone from approaching it. The overgrown vegetation surrounding the place makes it hard to get there any way.
- Far above the mud and the sickness, the inhabitants of **the Shelters** (Subtlety/Neutral) are among the fittest of the district. They have pegged huge beams through the holes made by the artillery shot in the great wall. And on these beams they have built house suspended above the void on these unusual foundations. Accessing the ground through an ingenious system of ladders and ropes, they only go down to the Swamps to collect what they need to survive. And their survival is not easy: though they don't suffer from sickness, the inhabitants of the Shelters threatened the earth shakes and the rocks falling from the wall due to the artillery shots on the other side.

RAMPART

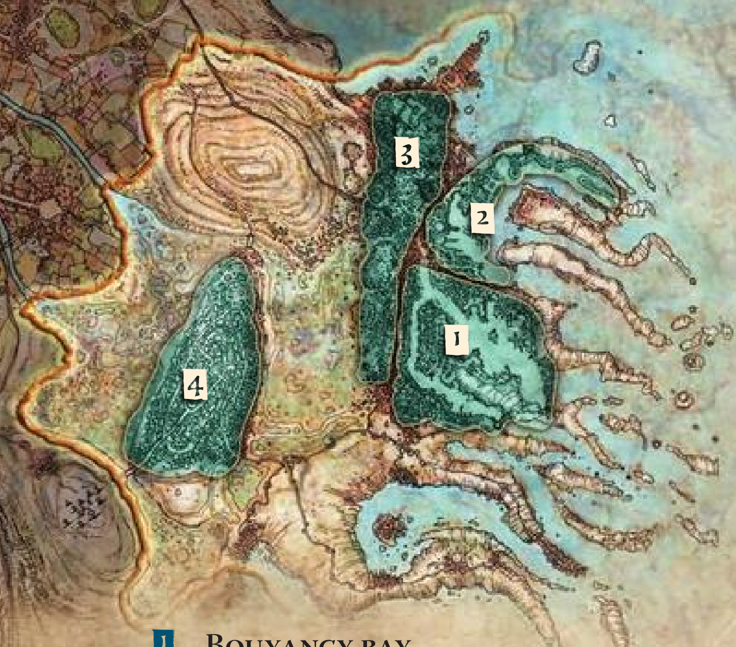
Slang

Rather walk in Rotten luck than do it...: Used when one absolutely doesn’t want to do something.

I’d bet my fief!: Used when one is positive about something.

Your a son a the swamp!: Said about a very resilient person.

Tomorrow he’ll end up in the Kennel: Said about someone who is going to die soon.



1 BOUYANCY BAY
2 THE DOCKS
3 THE KRAK
4 THE NOMADIC LANDS

KRAKEN

Straight ahead!

PEER: Bismuth von Kraken of Odazzur

POPULATION:

- Elf: Rare
- Goblin: Common
- Human: Common
- Dwarf: Uncommon
- Ogre: Rare
- Orc: Uncommon
- Wolfen: Uncommon

DOMINANT ATTITUDE: Opportunism

FAITH: ● + 2, ● + 1

On the Streets

Kraken owes its name to the stretches of land shaped like tentacles at the end of the peninsula on which is situated Cadwallon. The peculiar geography being a good shelter against storms, the harbor contributed very early on to the prosperity of the Free City. Animated day and night, the quays and Spit-powder are buzzing with activity. The populous districts nearby are mainly deserted during day time, the inhabitants are usually gone to earn a living. At night, the winding streets are dangerous. Yet it does not prevent the sailors and the dockers from wandering there to forget a hard days work.

History

During the emancipation of the goblins in 250, some runaways settled in the swamp of No Dan Kar, and spread from there. Curious about rumors concerning a kraken – an animal exercising a strange fascination over goblins– in Lanever, some set to sea to explore the strait of Larônn.

In 255 a flotilla of inexperienced sailors managed to arrive to destination yet in a very bad shape. The exhausted crew was on the brink of mutiny. The captains, contemplating the tentacle shaped shores seized the opportunity. This was the Kraken, the Promised Land.

Barely had they settle, the goblins had to lay low : Cynwälls were living in an ancient city very close by. Investing the coast and the islands, the discreet goblin pirates were prosperous. Centuries went by; the Elven city was abandoned, and brought back to memory by the Dogs of war. In 832 the city, besieged by Acheron's forces, called on all the mercenaries it knew. Bismuth Timberlimb, the renowned goblin buccaneer, offered his help to Vanius and prevented Acheron's reinforcement from landing. To thank him Bismuth was made a noble and given the Peerage of the extremity of the peninsula. From then on he was called Bismuth von Kraken. The fiefdom took its current shape in 956 when Bismuth "Glass eye" von Kraken sold the southern most land to the Duke for a healthy sum of gold. These lands where then entrusted to Ghieron.

The Von Kraken family

The Von Kraken family is true to their family crest, tentacular. Goblin fertility and many opportunists add to the confusion. It is pretty common to find oneself dealing with a von Kraken when having business on the harbor.

Even under goblin criteria, Bismuth von Kraken of Odazzur is weird. His father, Bismuth Thick skull, died during the great riots which set the port ablaze in 988. Within a few days, the succession war decimated the heirs to the Peerage. Bismuth von Kraken Snapcollar, though way down on the list found himself head of the family. Elected in a burning fiefdom, he was forced to compose with the Ferrymen to save his neck. After this traumatizing experience, he became paranoid. He spends most of his time in his tower managing his domain through a great many intermediaries. But his meeting with Oklair of Odazzur radically changed his behavior. Ever since he shows himself in public holding the arm of his sweet wife and goes by the name of Bismuth von Kraken of Odazzur.

Oklair of Odazzur is an exotic looking young maiden. She appeared out of the blue and seduced the Peer of the fief whose courtship was frenzied. He married her with great fast during the week of the Kraken of the year 1002. Oklair now manages the fief with her husband who never forgets to ask for her advice on important matters.

Mutule the Anchorman, one of the multiple bastards of the Peer, is the "Admiral", a blown up title for the head of the harbor office. Key character, he is the one giving clearance to ships and goods. Endowed with a keen sense for business, he knows how to bend the rule and tap ship owners and traders for cash.

Powers

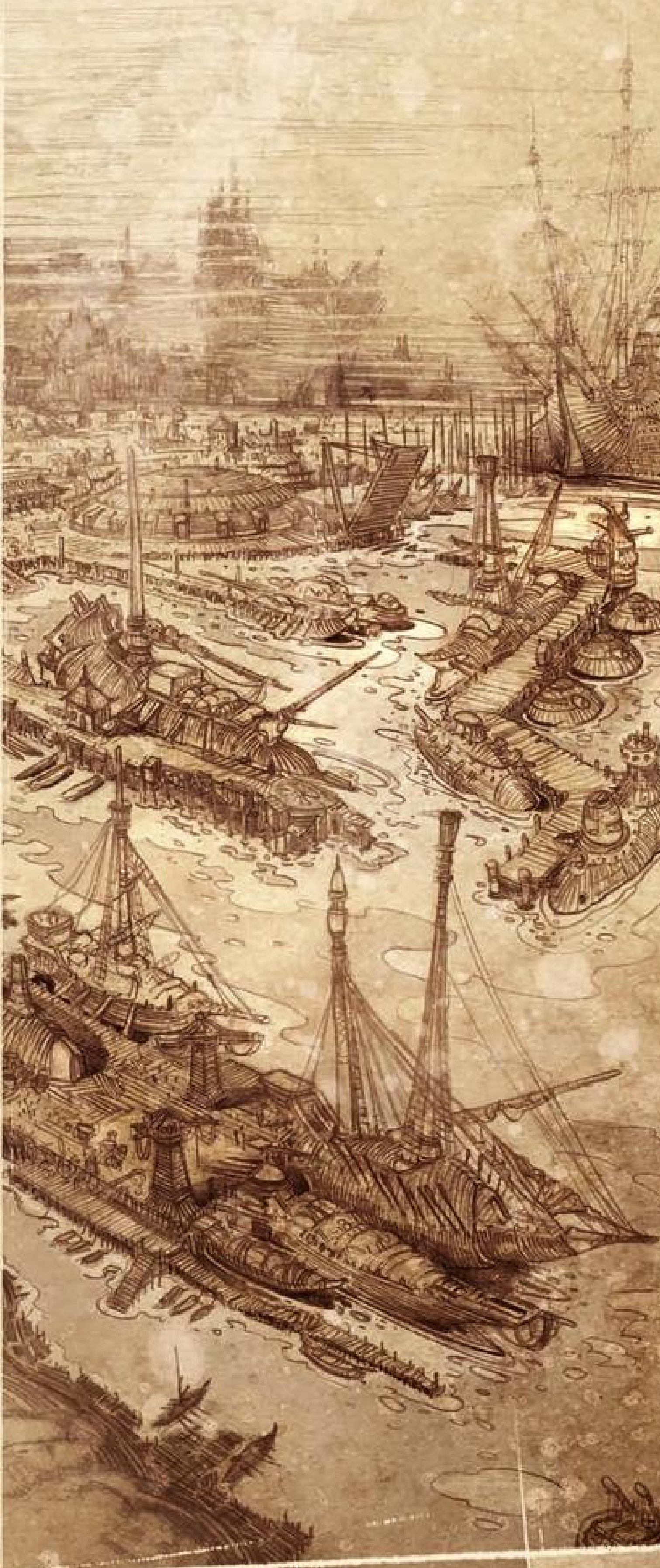
The Bismuth von Kraken collect a great amount of taxes on everything going through the harbor : passengers, cattle or goods. This practice, in the Free City where merchants from everywhere hurry, constitutes an unlimited financial source. The family uses a great part of this money for maintenance and development of the harbor and the main warehouses. This policy increases the Duke's benevolence as well.

Resources providers, the Von Kraken are courted by the other Peers, especially those of the upper city who are always greedy for goods. But on the other hand relations with the guilds are edgy, the goblins helping themselves by increasing their margin. Having taken on business usually reserved to the Ferrymen, the family must deal with an underlying conflict with the guild. The latter hasn't pushed the escalade yet, but the Bismuth von Kraken fears a major strike coordinated by the Ferrymen.

Plots

Kraken harbor is the source of permanent plotting, yet what bothers most the Peer of the fiefdom is his dear wife's ambition. She constantly urges him to make the family shine and has even convinced him of retrieving the fief's past grandeur... geographically speaking that is. The Peer keeps bragging and taunting the Ghierons relentlessly and lets anyone know that he is ready to invade their fief to get back what is his.

The golblin's cowardice is a secret for no one, therefore his claims make people smile. Yet Bismuth shows himself more daring each day which urged the Ghierons to react. Thus they respond to each provocation by staging military maneuvers along Wyvern Road. The Duke in person expressed himself on the issue, reminding the legality of the purchase and donation of the land; and the need for all the Peers to remain united under the threat of the Rag'Narok.



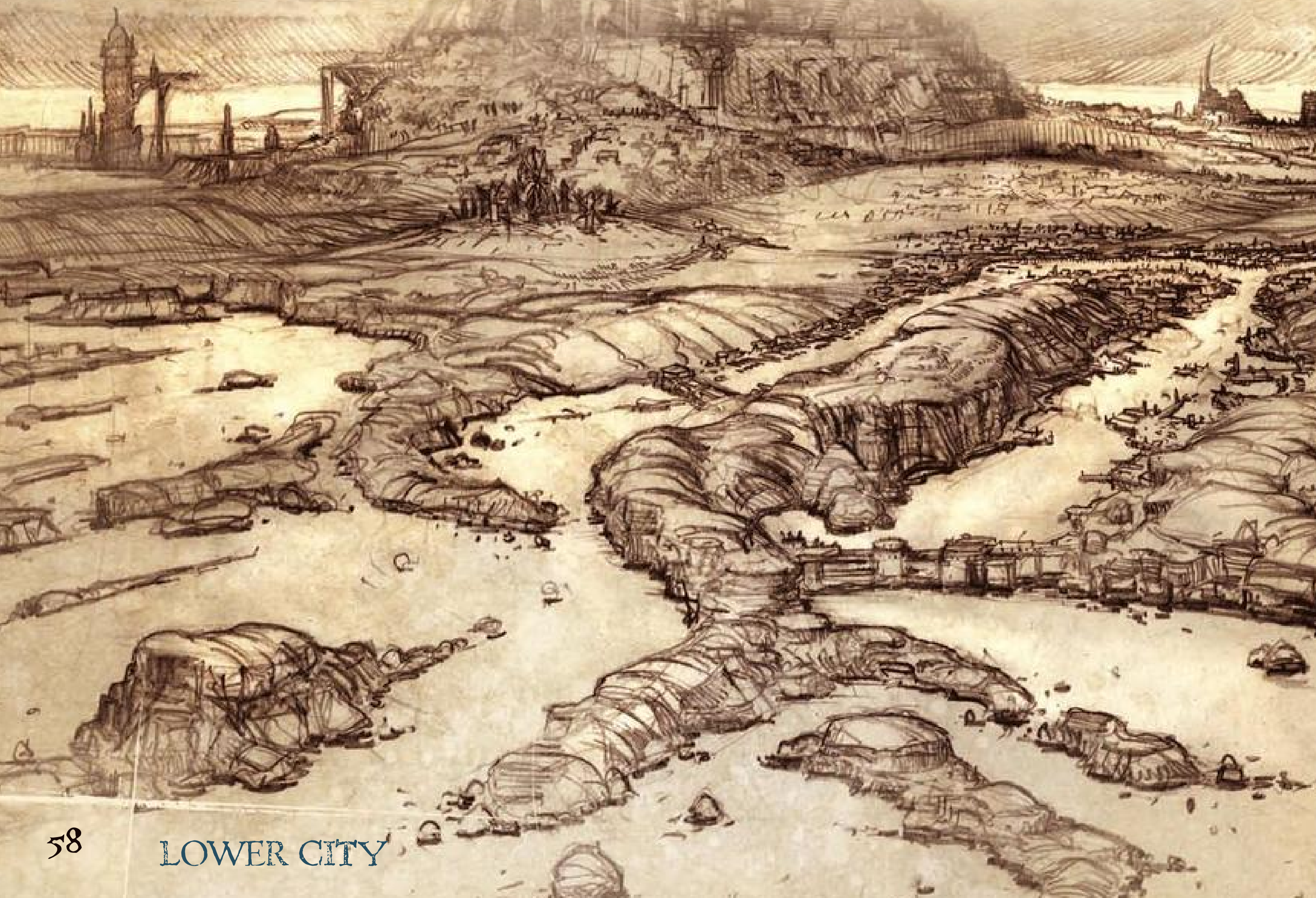
BUOYANCY BAY

Dominant Attitude: Pugnacity

FAITH: ● +3 ● +2

This popular district has developed at the outskirts of the harbor and shipyards which secure its subsistence. A strong community of Kelts which kept its clan way of life has invested the majority of these modest dwellings clinging to the rocks. This community provides a solid and cheap workforce. Further towards the sea, decayed buildings shelter the wretched and the tramps as well as smoke filled taverns. Both faces of the district mirrors opposite ways of living: during the day the higher part gets busy while at night the lower part gets rowdy.

- Caught between two stretches of land is the **shipyard** (Pugnacity/Arsenals) of Cadwallon. The main building site foreman is a dwarf, **Kan Bitterfist**; the work teams are tightly watched by the muscular Frol, Bitterfist's Wolfen second in command. Work is hard and dangerous, often done in dirty waters since there is no room left in the graving docks. Yet the candidates applying for the job are many, drawn by wages slightly better than on the docks. Losses are therefore easily replaced. In the workshops, one can come across **Methanol** the goblin busy working on his project. The shipyard is surrounded by a floating dyke and the harbor itself is enclosed by a pier equipped with massive locks. There is located the headquarters of the guild of the Arsenals.
- Preparing fish stinks and the **smokehouses** (Opportunism/Neutral) are quartered to one of the rocky "tentacles", linked to the continent by bridges. This small isle has welcomed other activities suiting the quietness of the place. One can find more specialized smokehouses there which provide literally "stupefying" products, of which the famous nharera.
- The **Krakage** (Sleight/ Alchemists) is a large warehouse located by the sea and bearing a sign in the shape of a Kraken. Inside, the employees are busy around huge tanks in which swim dozens of tentacular creatures. The acting master, a Syhar called **Palm of Krek** breeds species close to Kraken. His creations are a real fashion, they go from ear-squids to shoulder-octopus. They are taught to live out of water in symbiosis with their wearer.
- The **Throat** (Sleight/Ferrymen) is a winding street which follows the quays. Well known by the sailors, it is totally dedicated to their relaxation with countless taverns and ill frequented joints. The street is built upon piles and awkwardly balanced, to a point where one can feel the waves against the piles. For information it is advised to meet **Seyr** who spends most of his time in the most famous tavern of the throat, the Squid.



THE DOCKS

Dominant Attitude: Pugnacity

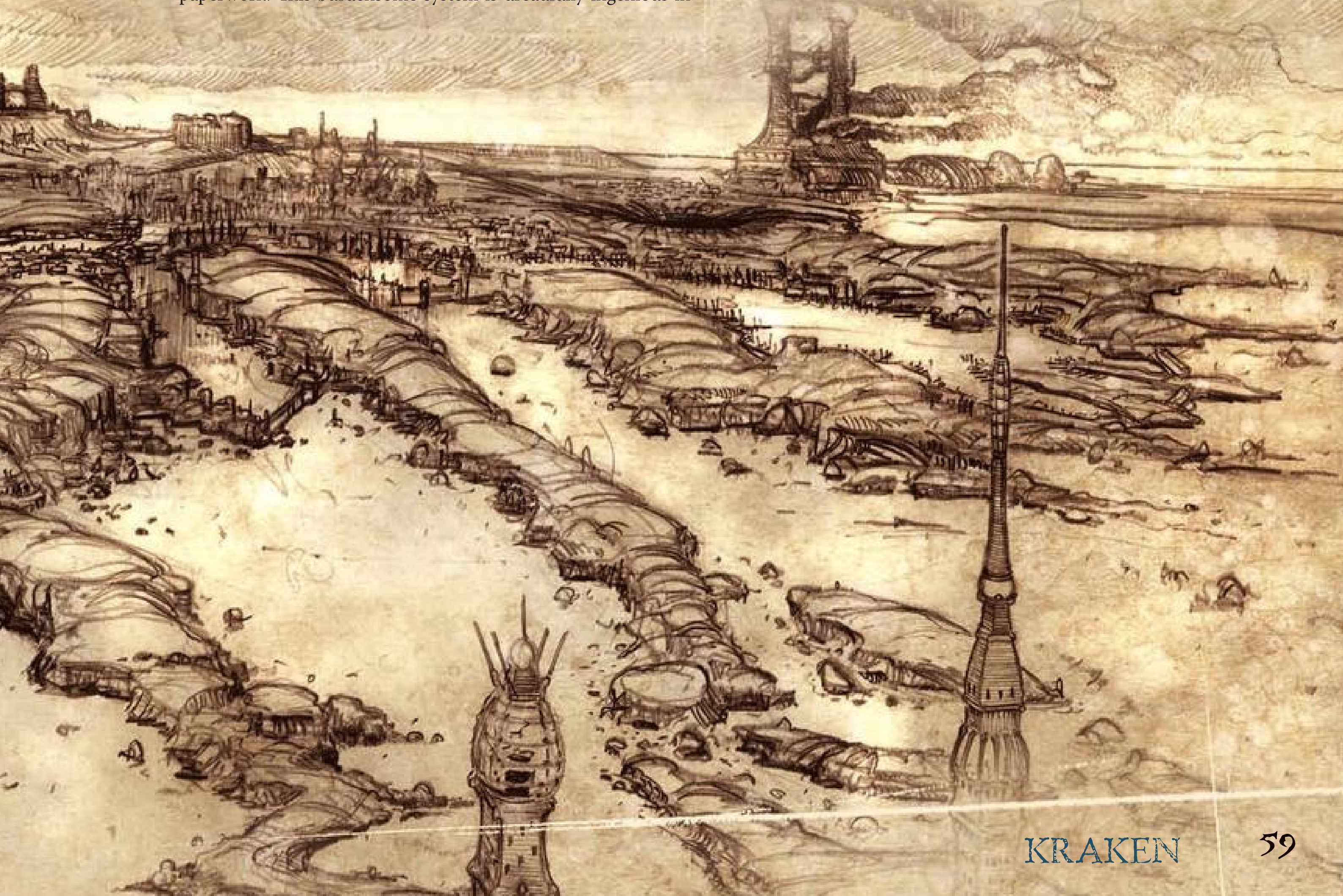
FAITH: ●+2 ●+1

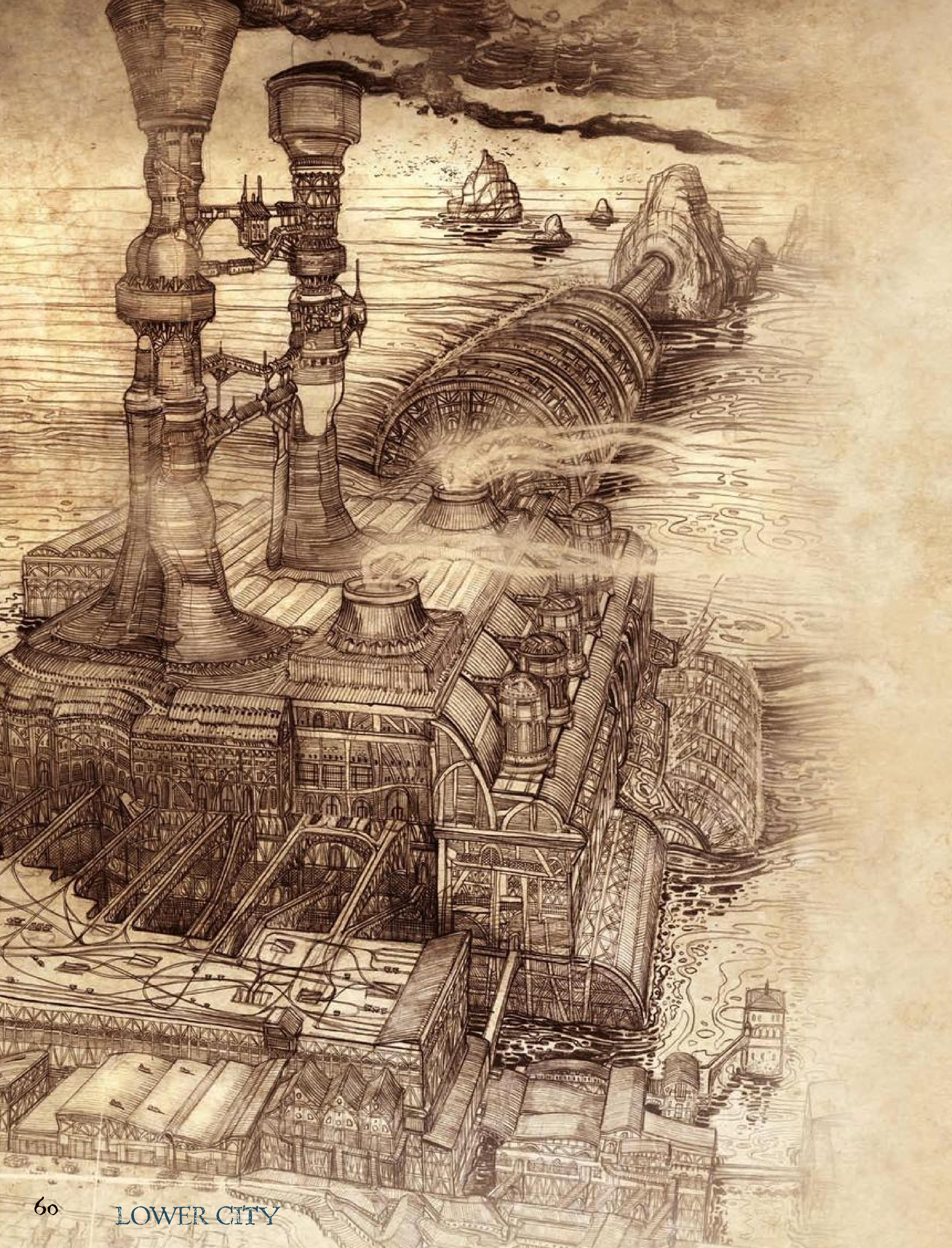
This district covers all the port's necessary elements. Designed by a dwarf engineer, the port lies upon several rocky formations which draw a network of harbors linked to each other by channels. Built on the sides of these stretches of land, the quays converge towards a central platform and can shelter heavy tonnage ships. Ships are arranged depending on the goods the transport. Day and night, passengers and goods are watched by vigilant goblin officers of the Harbor Office and the Ferrymen's goons.

- Although called the **Twins** (Opportunism/Ferrymen), the lighthouses on each side of the harbor are very different. One claims its Cynwäll origins with its great spire and sweeps the night with a silver beam. The other, squatter, was erected by men and its bulging dome shelters a giant beacon. The pilot's flotilla, essential to avoid the reef and shallow passages, has invested a near by isle. Massive towers housing war machines protect the access to the quays and some harbors are defended with impressive fortifications.
- No ship can enter the Harbor without notifying the **Harbor Office** (Opportunism/Kraken), a dome situated right in the middle of the central platform. Inside this building with many entrances runs a labyrinth of corridors and offices meant to collect port taxes and deliver precious clearance papers after heavy paperwork. This burdensome system is dreadfully ingenious in the way it is run: it is essential here to rely on a pilot; otherwise one might end up wandering from one office to the next until madness submerges him. The harbor's militia, teamed up with war trolls, patrol the surroundings to quiet the more impatient customers...
- ***The Triumphant*** (Discipline/Militia), Flag ship of the ducal navy for almost a century, was the first ship launched to defend the city. The successive Dukes had the ship improved by adding guns or extending sails to increase the prestige and parade on board. But the addition of a double hull to render it unsinkable warped the structure to a point where steering this huge ship became impossible.

Stuck in its harbor, *The Triumphant* is used today as the militia's barracks and as school-boat to train sailors to the basics of navigation.

- The **Depot** (Opportunism/Ferrymen), headquarters of the guild of Ferrymen, doesn't look like much. A simple warehouse made of planks whitened by the sea spray. It looks just like the dozens of other warehouses along the docks. Only the sinister looking guards standing in front of the door and the lack of any sign makes it stand out. Cautious and always on the move, the Ferrymen have multiple discreet addresses for their business. The headquarters are little more than an office which relays messages and establishes the first contact with the customer.





THE KRAK

Dominant Attitude: Opportunism

FAITH: ●+3

This district was the first to undergo the great works of the Bismuth lineage to offer to the rich fire proof and rascal proof buildings. A large cobbled street winding along the harbor for over a kilometer, it leads to the great stone warehouses. Some posh houses can be found through the district, overlooking the harbor. During the day people and goods coming to and fro block the street and therefore quarrels between porters are common. At night, it is a quiet area; the streets and warehouses are well guarded.

- The **Upside down tower** (Opportunism/Kraken) is a circular building, built on a volcano rock bed. It was probably a watch tower many centuries ago. One can make out on its wall the time worn engravings of faces turned towards the sea. This building is the residence of Bismuth von Kraken. The upper storeys are unused and it is underground that one can find the Peer's apartments. The tower owes its name to this eccentricity supposed to protect the Peer (to which is to be added numerous guards, heavy doors and hidden passage ways). It's a good indicator of how much trust the Peer has in anyone, the lower one is allowed, the higher the trust...
- The **Spit-Ashes** (Pugnacity/Neutral) is what is left after the explosion of the first Spit-powder factory, which was the cause of a lot of mourning. For several days, a thick cloud of ashes shadowed the sky before being blown away, revealing then a field of ruins amidst which the main chimney was still standing. This area is the shelter for marginal people (and many criminals) living among the debris. For several months, Spit-ashes has been undergoing full redevelopment: ruins are being knocked down and the gravel is being extracted to extend the Krak.
- After the explosion of the former factory, a new **Spit-Powder** (Opportunism/The Quint) has been built on the water, away from houses. More advanced, this mechanical monster uses the tidal power to power its machinery and heaves relentlessly thick colorful clouds. There, far from the atmosphere of workshops, profitability is the word. Nothing is created but replicated, improved and multiplied. Working conditions are harsh and the work force is changed frequently. Originally a dwarf family affair, Spit-powder has been rotten away by greed and taken over by a merchant group: the Quint. The new owners relay themselves in this furnace where activity never stops.
- The growing needs of the city have led the Duke to embrace the Tractors project. **The Station** (Opportunism/Ferrymen), and its many loading bays, has been promptly built with the duchy's money. The statue of Bismuth at the bow of a ship is placed in the middle of the central square.

The station was enthusiastically welcomed by the Peer's family. It facilitates the transportation of goods towards the Upper city tenfold and contributes to making the Bismuth even richer!

THE NOMADIC LANDS

Dominant Attitude: Opportunism

FAITH: ●+1 ●+1 ●+3

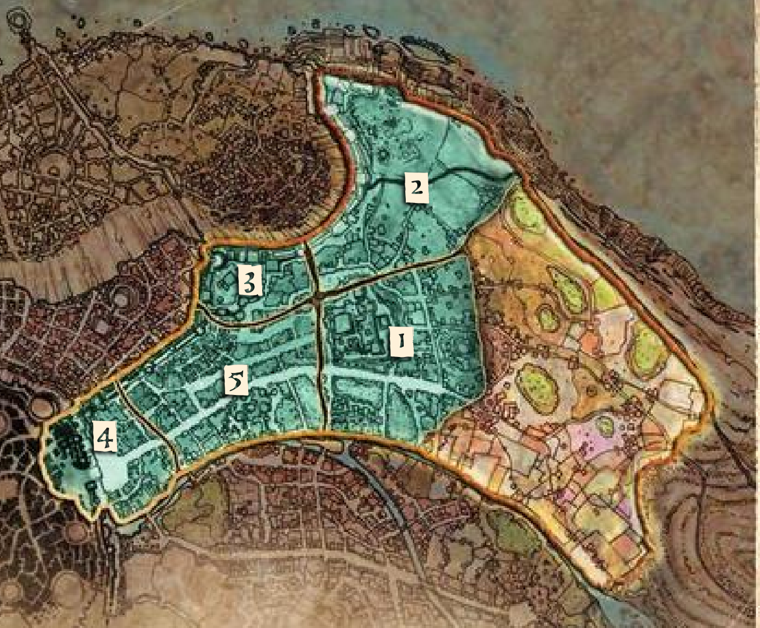
At the edge of this coastal location, the fief is full of lowly inhabited mountain lands and a plateau with a village of tents in its center. This location called "nomadic lands" was originally set for merchant caravans and fairs. With the Rag'Narok, the place has become a precarious district. One can negotiate there exotic crafts and products from all over Aarklash. At night it is renowned for its bohemian atmosphere and popular shows.

- Formerly an inn, the **Basilary** (Discipline/Councils) was made the administrative seat where the councils registered the new arrivals. Guild beaters recruit there those who have a talent or precious expertise. Faced with the ever increasing flow of arrivals, new offices are being built and the building is surrounded by wooden spikes which make it look like an entrenched camp.
- The **Eye of the True** (Pugnacity/Neutral) is a square constituted of the remains of a great mosaic representing a face, of which an eye is still visible. Despite the presence of the militia and the efforts of the ducal administration, justice is rendered rather basically there. Who ever feels offended can publicly call for a duel, his opponent can either leave before sunset or meet him at sunrise. If there happens to be a fight, the victor is reinforced in his right and the case is considered settled. The square has sometimes staged bloody engagements between rival clans.

KRAKEN

Slang

No more wind in his sail: To die.
Lacking tentacles: A lack of manpower.
Ya don't want my scales?: To refuse to barter.
I'll get you in the eye!: Threaten someone to duel.



1 The Incarnat
2 Thunder vale
3 Gaorhh
4 The stock
5 The span

Ogrokh

Blood and blast!

Peer: Kurn Khaurik Argam
Population:

- Elf: Rare
- Goblin: Common
- Human: Common
- Dwarf: Common
- Ogre: Common
- Orc: Rare
- Wolfen: Uncommon

Dominant Attitude: Discipline
FAITH: ●+3 ●+2

On the Streets

Entering Ogrokh gives the visitor the feeling of having suddenly shrunk. The gates having been built to suit ogres and the defence works which dot the fief amplify this impression. The outer districts of the fief have a countryside feel, but if one takes a deeper look, one will find large cobble streets and an active crowd of shopkeepers and workers who's main activity is to answer the soldier's need. The muffled rumble of distant explosions sometimes blows dust and chips off the buildings. The ever present armed men insure a relative calm during the day. At night, the streets where the taverns and barracks are located begin to heat up. With the help of alcohol rows and fights are frequent.

History

Ogres have found in the Free City a new home. Brother of arms of Vanius until 832, Khaurik was awarded a fief after having held off, on his own and disarmed, a night-time attack of ghouls. Unfortunately, it was presented to him posthumously.

Khaurik's bloodline still retains the rule over Ogrokh and is still the Duke's faithful guards. The ogre families have kept their tribal customs and are gathered in clans which live in massive buildings, part of the fiefdom walls and erected upon ancient foundations.

Few in numbers and willing to assure their power, the ogres, appreciating the dwarves' capacity of designing equipment suited for their massive stature, have allied with the dwarves to secure the prosperity of the domain. In 932, Ekselsire Markropet's accession to the Ducal office led many goblins to settle in the city, notably in Ogrokh. Also, the guild of Blades is firmly rooted in this military enclave where the guild has built barracks and leisure establishments for its many members. Following the mysterious death of the previous Peer, the fief is ruled by Kurn, the son of the late Peer.

Khaurik Argam family

The Khaurik Argams, literally "sons of Khaurik", have a firm grip on the fief since its origins. The ogres have a strong feeling of loyalty toward the descendants of the man who gave them a new home. The Khaurik Argam family is a hundred members strong and Khark, the valued leader of the Mar-An-Org, is in charge of every day business. The fief is in the hands of the youngest Peer of cadwallon: Kurn who is assisted by many advisers of which his goblin godfather, Dazomet.

Powers

The guild of Blades is the main power behind the commerce of arms providing the defenders of Cadwallon. Encouraged to settle in the fief, the craftsmen and engineers, goblins and dwarves alike, have largely contributed to the prosperity of Ogrokh and its rulers. The Khaurik Argams are not ambitious and manage their riches wisely. They would rather devote more to their traditional mission of defending the duchy by erecting more and more defence works. Being of a pragmatic kind, the guild of Blades has been able to profit from this lack of interest for business. By paying a comfortable fee to the ruling family, it has managed to strengthen its control over military activities. The beginning of the Rag'Narok has stirred power struggles. A war brewing in the Shooting range district since Dazomet got hold of power, most of the dwarf weapon makers are being supplanted by goblin craftsmen. This explosive situation threatens to cast Ogrokh into a bloodbath. The Duke has recently taken measures to insure the stability of the fief.

Plots

Khaurik's fief is the rock which supports the duchy. There are no intestine stuggles which sometime plague other houses. Although ogre culture does show a flaw which opportunists have eventually spotted: the custom of trusting a godfather with the education of an ogre offspring. Thus after the death of the Peer Urakh Khaurik, his son became an easy prey for his godfather, Dazomet. The latter holds assiduously his role as adviser, dictating his young protégé's conduct. This barely hidden accession to power is heavily contested, Kurn has suddenly been suffering from "stupidity" which might lengthen the regency. Many ogre clans made themselves heard brutally, Dazomet ran for shelter. As matters got worse, the Duke offered his assistance in Kurn's education.

Since tutors never leave Kurn's side and the young ogre seems to have recovered his spirits. Dazomet hasn't protested; he has devoted himself to improving his palace...

The Peer's family, very little versed in political plotting, appreciates the rough people of Gamehead and respects Drakaër's military traditions. But they despise Ghieronburg which shows a soft side in case of an attack coming from the sea and loath this place which shelters their apathetic cousins: the Slogres.

OGROKH

Slang

To Spanner:	To Barter endlessly.
Blueprint job:	Goblin term meaning the theft of an invention or a plan.
Childmonger:	Insult used to designate ogres (to be yelled from a safe distance).
Visit one's nanny:	To go into hiding, to look for a place to lay low.
Til' the next shot:	See you later.

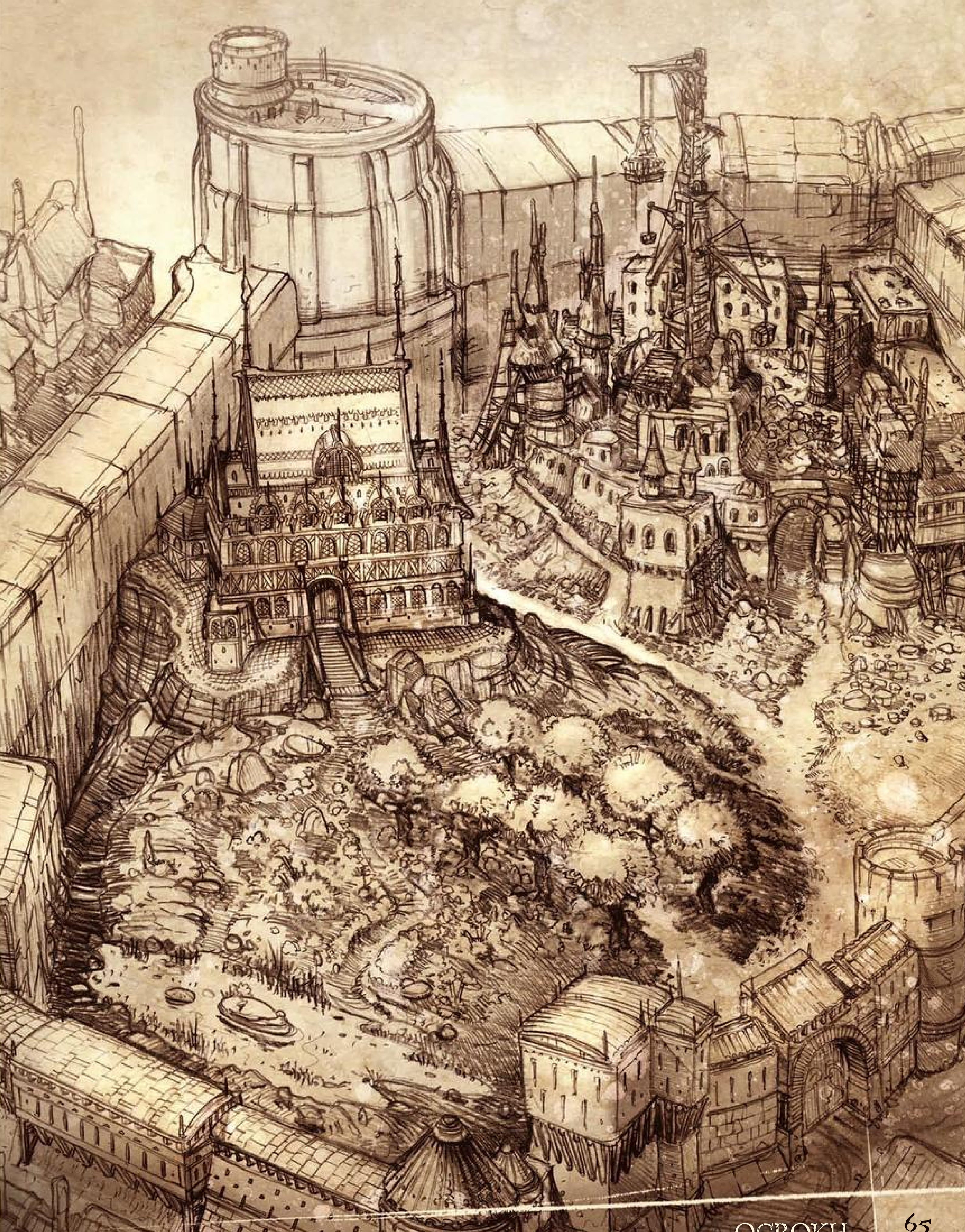
THE INCARNAT

Dominant Attitude: Discipline

FAITH: ●+2 ●+1

The heart of the fiefdom of "sons of Khaurik" looks like a stronghold. Composed of massive buildings erected on twisting shaped stone foundations, the district encloses portions of the walls which are extended and elevated every year. The ogre clans have there family housings here. The main gate is framed with gaping jaws carved in the rock and leads to large alleys tiled with bright red stone. During the day the crowd is colourful and is busy working for the clans comfort, the place is full of temporary stalls and servants. At night, the location is oddly quiet. Only ogres still dare to venture the area when the red glowing lights are fixed by the arrow slits, which dimly light the walls.

- **Mar-An-Org** (Discipline/Ogrokh) is home to the main clan of the fief as well as its war academy. Only clan ogres can send their children there and each family is proud of sending their offspring there. After a harsh selection, the recruits are prepared to be able to face any kind of situation, hoping to enter the Duke's elite guard. The imposing building where the academy is situated is a succession of training rooms. They are repliquas of streets, pools or markets... Everything is animated by various mechanisms reproducing dreadful conditions from a storm to a blaze.
- Ogres being very warlike, they tend to work out feuds through spilling blood. Therefore they have invented **Chains and stone** (Pugnacity/Ogres), an assembly which allows them to debate without having to fear of getting carried away by their legendary fury. In the shaft of an old quarry, they built an amphitheatre. Each seat is equipped with solid chains and locks. Once the people taking part in the debate are seated and tied up, the guardian of the keys draws back at a distance and the debates begin. The seats are worn and covered in dents. Some say that they are eroded by the generations of butts which sat there.
- The banks of the Asp are rather rural, with many gardens and modest houses. There stands a former fort invested by the **Fabric** (Style/Tanners). Humble at the beginning, the fabric market of the fief developed upwards without outgrowing its original surface. There are now about thirty busy workshops from the flooded cellars to the attic. The most exotic hides and fabric can be found at Krurh's. This market can easily be spotted thanks to its roofs covered in colorful fabric left there to dry.



THUNDER VALE

Dominant Attitude: Sleight

FAITH: -

This district is a hive where the sound level is deafening, where even the clatter of forges is covered by sudden explosions. Everything concerning weaponry is made or experimented here with a particular emphasis on technologies using steam or more recently naphta. The metal domes of the dwarf thermoforges are adjoined by the odd shapes of the goblin laboratories and their vapordomes. Fortified workshops and warehouses are closely guarded: they shelter prototypes and dangerous substances. At night, a welcomed silence takes over the district, rarely disturbed by some over excited inventor.

•Along the dust filled street where the forges are situated, overlooked by the high brick chimneys of the Welding Arc (Sleight/Blacksmith), is the headquarters of the guild of Blacksmith. Soaking, bolting and hammering is what goes on here amid a choking heat. **Moljen Brazen Skull** often comes here to collect raw material from the Welding arc stock.

• **The Shooting range** (Sleight/Neutral) is a large smoke filled square covered in a thick layer of sand doted with craters. Indeed, this is the test site for siege weapons and other contraptions of destruction, notably the well-known Firebrands. During its construction, the Shooting range was set at the edge of a cliff to limit the consequences of mishaps. But shooting towards the sea only allows to evaluate the range of a weapon and not its potential of destruction. Therefore the remains of the wall separating Ogrokh from Rampart was also used as a target. After many complaints from the people living below, the wall was thickened and elevated to resist the daily bombardment. Nowadays, a flag signal system waved, from the top of the wall by almost deaf sentries, makes it possible to evaluate the precision and force of the impacts. Just after sunset, the place remains busy with stone carvers and builders reinforcing the wall.

GAORHH

Dominant Attitude: Discipline

FAITH: ◉+2 ○+1

To save their young from their own appetite, ogres of high birth have gathered the lodgings of their godfathers inside a park protected by a surrounding wall. The clans have made the oath of never penetrating this district and generously finance the maintenance of the properties inside it. With vast houses hanging on the slopes of a hill and its green scenery, the place is pleasant and contrasts with the other districts of Ogrokh. The godfathers live an easy life their and keep an eye over the young ogres busy enjoying vigorous games.

• The park adjoins a fortified wall which overlooks it by more than a hundred meters. The summit of this construction is pierced with multiple gaps and is full of passageways but no stairway seems to lead there. Nicknamed the **Area** (Sleight/Those From Above), this building is inhabited and fleeting lights are proof of the presence of Those From Above.

• Officially intended to offer Kurn an environment “to his liking”, the **Father’s Palace** (Opportunism/Dazomet) is obvious proof of Dazomet’s megalomania. The most part of the building is still unfinished, but the rest of it with its scaffolding and tilted towers is as massive as it is anarchic. The great hall hosts a bunch of brutes hired to protect the goblin.

THE STOCK

Dominant Attitude: Opportunism

FAITH: ◉+1 ●+2

These large warehouses hold the food stocks for the upper city, intended to secure the subsistence of the noble cadwës in case of a siege. The streets are always full of goods and carts, the location being also used as a general market for the inn owners. A large road, built for the Tractor, runs along the district and allows the easy transportation of goods from the harbor. This wealth draws some pilferers who fight over the leftovers. At night, activity goes on, be it sales of stolen goods or some more repulsive traffic. The ogres sometimes take their ration of young flesh among the nocturnal population, a practice seen as necessary cost by the wretched population.

• The construction of the **Arrival Station** (Opportunism/Ferrymen) of the Tractor has been welcomed in the fiefdom. This was a new means of carrying resources otherwise not very easy to transport. The increase in activity draws its lot of daring people who benefit from the permanent flow of people. One can meet here the very busy **Kanael**. The flow makes the clan ogres nervous. For them these great masses are a potential threat to the security of the fief.

• In order to sooth them, the Duke has built a **Militia barracks** (Discipline/Militia) with fortified walls running at the edge of the quays. Adding to this, steel cages hang from the wall, these are intended for petty thieves caught by the militia. In one of these is the dirty body of the weird **No One**.

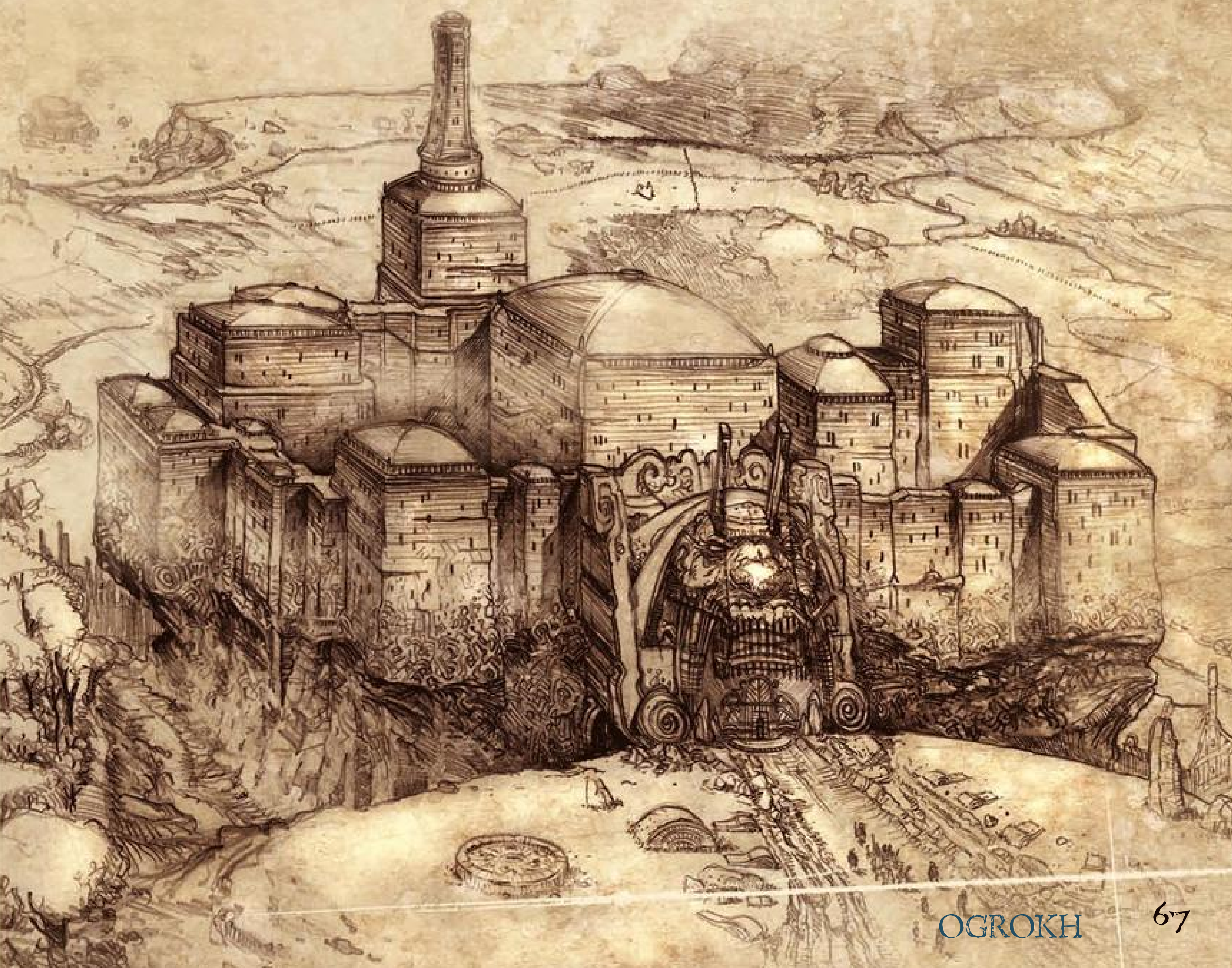
THE SPAN

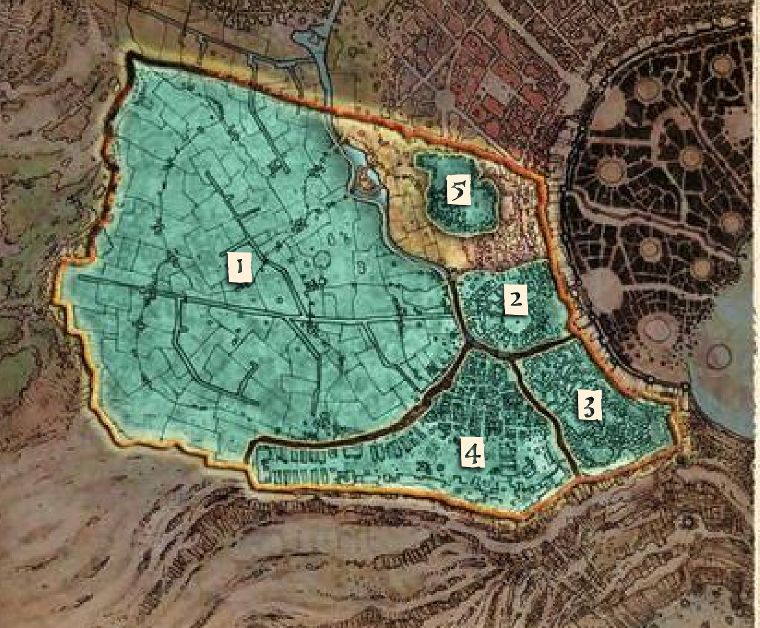
Dominant Attitude: Pugnacity

FAITH: ●+2 ●+2

The busy and popular streets and narrow squares delimit the original Span. True trade centre of Ogrokh, this district is full of weapon traders. The houses of uneven height, hidden stairways and bridges thrown from one building to the next give the Span a mysterious and enchanting feel. Under the influence of the guild of Blades, the district has expanded, adding barracks, wards and training grounds. At night, the military village falls asleep, but the Span shines like the light a thousand beacons for the soldiers. Each cellar becomes a bar and the upper storeys become disreputable inns and leisure places. The virile and drunken crowd of roughneck soldiers is responsible for countless fights, and is hardly contained by the militia and Blades on watch.

- **The Arms Master** (Pugnacity/Blades) is a great half beamed house with the motto to which it owes its name carved over the front door. It houses the main trading post of the Blades and the guild's seat. The guard standing in front of the iron nailed doors add to the martial atmosphere of the establishment where most of the recruiting of mercenaries of the city takes place. Lady Carole often visits the place for personal matters.
- Akkylanny has watched the city for a long time before choosing a secure location for its dignitaries. The **Embassy of Akkylanny** (Discipline/Empire of Akkylanny) is a severe building, stuck between the upper city wall and a warehouse. It hosts the permanent delegation of the Empire. The roof allows to quickly access the upper city and is a quiet and discreet location. The only obvious sign of Akkylannian presence is a brazen brazier hanging from the front of the building burning with a flame fed day and night to honor Merin.





1 The Fields
2 Little Klûne
3 Comedy garden
4 Southhaven
5 The square

THE TROPHY

Life is just another show.

Peer: Gwan Stading-wind

Population:

- Elf: Rare
- Goblin: Common
- Human : Common
- Dwarf: Rare
- Ogre: Common
- Orc: Rare
- Wolfen: Rare

Dominant Attitude: Style

FAITH: ●+3 ●+1 ●+2

On the Streets

Most of Trophy is composed of fields. Fed by a vital irrigation network, this fertile land has specialized in vegetable and fruit produce. It is the greatest food store of Cadwallon.

Vegetable fields expand across the West and the center of the fiefdom. The Eastside is rather densely inhabited and is split in two by the canal of Shû-Az. During the day the city area is rather deserted: the fields are full of ogre and human workers who, when the evening comes, go back to their homes.

History

Until 932, "the City's fields" fief was owned by the Markropet, the extremely well off goblin market gardeners.

In 931, Ekselsire Markropet became Duke of Cadwallon. The goblin didn't have any children and loathed his heirs. Through an edict, he announced that considering the blur in the laws concerning heirloom outside of the family, the master of the artistic company who would stage the most admirable show during the 100th anniversary of the independence of Cadwallon would receive the City's fields as a reward.

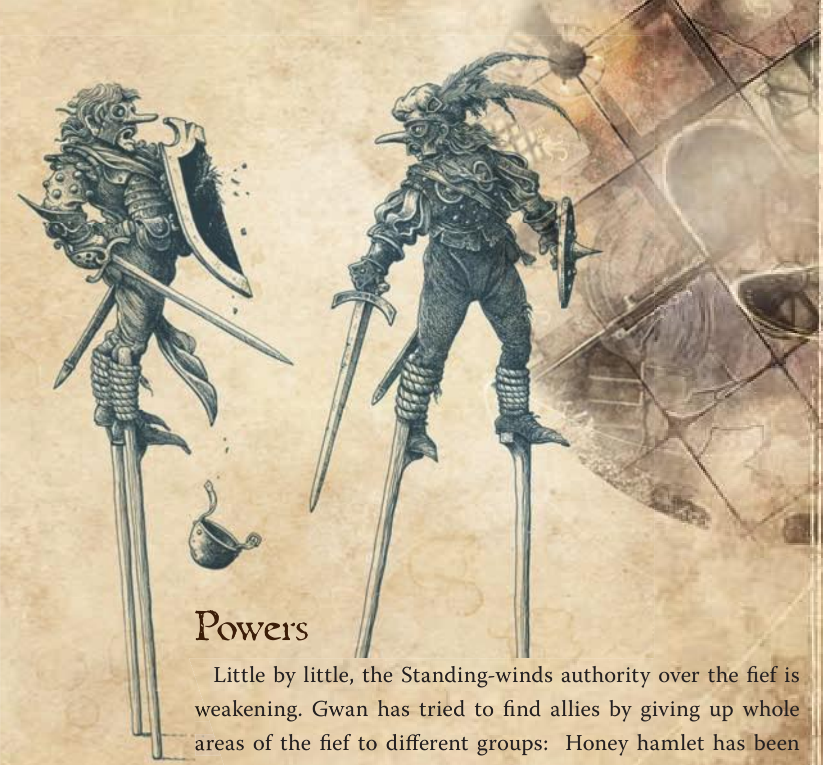
All along the year 932, the rumor spread across Aarklash and artists came rushing in. A special free assembly designated the winner: Bran Standing-wind, a Sessair Kelt who organized a night concert of Wolfen lone wolves on the city's roofs.

To this day, some still wonder about this odd show because ever since, when the moon is full, howling echoes are heard across the fiefdom.

The Standing-wind family

Bran Standing-wind dreamed of turning the fief into an artist's heaven. Many relatives came to join him. But the lower city of Cadwallon isn't really fit for utopias. Since Bran's death, the family struggles to maintain its authority. Unable of handling the situation, most of the Standing-winds went back to Avagddu. A last unwavering group tries to salvage the fiefdom.

Backed up by his uncle Erwan and versed in the secrets of the tarot-mages, Gwan manages Trophy. He has been given an ironical moniker: Backing-wind. The young man is, in fact, completely drowned by the job. Cadwë to the bottom of his heart, Gwan clings on desperatly to his Peerage. He cannot conceive the fact of having to leave the Jewel of Lanever and cannot imagine what might become of him if he had to leave his office. Some of his house workers have been heard saying that Bran's spirit comes nightly to urge him to carry on his task.



Powers

Little by little, the Standing-winds authority over the fief is weakening. Gwan has tried to find allies by giving up whole areas of the fief to different groups: Honey hamlet has been invested by the orcs, the Drune control Southaven, the merchants hold the Square. This strategy has not led to any deals reinforcing the position of his family. Conscious of the leaders' weakness, the so-called allies have only shown indifference and contempt. In the end, these mistakes have sapped the Standing-winds hold over Trophy.

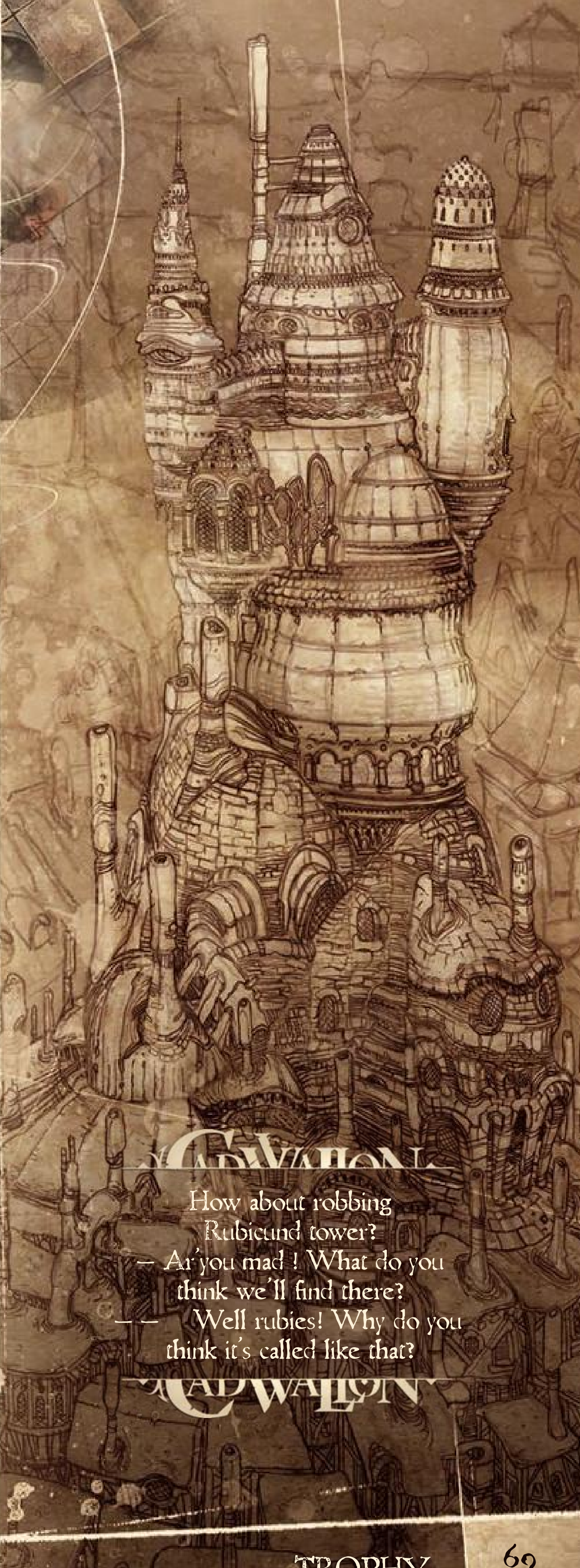
The situation isn't any better among the powerful of Cadwallon. The other Peers consider the Standing-winds as barely legitimate leaders. Gwan has tried to get closer to the Wolfen from the neighboring fiefdom. In vain. Cautious, Gwan has preferred to avoid entering the intestine dispute which splits the Howlers. The Standing-winds are therefore very isolated and don't have any true ally among the major families of the city.

The more the Standing-winds' power decreases, the more the Ekselsire goblins' influence grows. The latter don't hesitate to openly criticize the Peer of the fief, by contesting the legitimacy of the reigning family and by letting understand that the failure of the Standing-winds is something close to an act of high treason agaisnt the interests of Cadwallon... An excellent motive for the Peer's destitution and, why not, the restitution of the fief to the Markropets.

Plots

Gwan desperatly tries to draw the Cartomancers attention towards Trophy. But the representative of this guild would rather not get in too close to a weakened Peer.

Another alliance is on everyone's mind: the presence of a Syhar, Blalassem, in the Peer's entourage. The people believe that Gwan, out of despare, has settled a deal with the Scorpions. Rumors are spread and tell stories of disappearances, dead bodies, screams of agony...



How about robbing
Rubicund tower?
— Ar'you mad ! What do you
think we'll find there?
— — Well rubies! Why do you
think it's called like that?

LITTLE KLÛNE

Dominant Attitude: Subtlety

FAITH: ● + 4 ● + 1

Long ago, before the fief was given to Bran Standing-wind, the population of Trophy was essentially composed of goblins. Nowadays, the latter are regrouped in the former district of the covered market, now known as Little Klûne. Of course, this name makes the goblins furious. They still use the old name of the place: Centraks

This former merchant street has become a mix between shops and houses. Many small shops have been turned into houses. Life in Little Klûne is rather animated; the district draws the goblins from all over the lower city. At night, the area is pretty safe. The goblins gather together to raise a tax of their own destined to pay for a private guard provided by the guild of Blades.

- The **Market garden** (Subtlety/Markropet) is consituted by the vegetable market, a large stone building covered by a glass and metal structure; and many outdoor stalls. Long ago only the covered market existed, but trade has extended to all sorts of products, including items of shady origin as those found at Wuzant Mee's. The outdoor market has spread to the neighboring streets and has become permanent. The stall fee in this massive merchant mess, paid to the ever-present Dil-Dan-Alar, are directly poured into the Markropets treasure.
- It's impossible to miss the **Extravaganza, the Beloved Alter of the Truly Devoutly Zealous Followers of the Tremendous Rat** (Style/Markropet and Faithful of Rat). The building, a rectangular stone block partially buried, is rather unusual. The faithful of Rat have painted the front and the inside in garish colors, probably to get on the Standing-winds nerves though no goblin has supported this hypothesis.

The temple has become a monument renowned as far as No-Dan-Kar and every goblin coming through Cadwallon has to visit it... and give a little something to the none the less renowned devoutly zealous doorman in charge of expanding the finances of the cult of Rat!

- When Bran Standing wind received the fief, he erected six huge masts to honor the Wolfen to whom he owed is good fortune. Today there is only one remaining in a rather curious state. Indeed, shoots grew from the wood and the pole located in **Honey hamlet** (Subtlety/Orcs) began to flower. Some call it the tree of desire, referring to the fairy groves growing here and there across the city. It was enough for the Orcs to settle under this pole and turn the surrounding area into the ideal sanctuary of Jackal.

The recent arrival of a *shaka* from Bran-Ô-Kor, Shaka-Kran'Tak, has considerably increased the aura of this strange location.

THE FIELDS

Dominant Attitude: Discipline

FAITH: ●+3 ●+1 ●+1

Property of the Peer, these agricultural lands have been sold little by little by the Standing-winds who were being sucked in by financial problems. Almost the three quarters of the parcels of land have been sold outside the family, bought by ogres and humans who cultivate them.

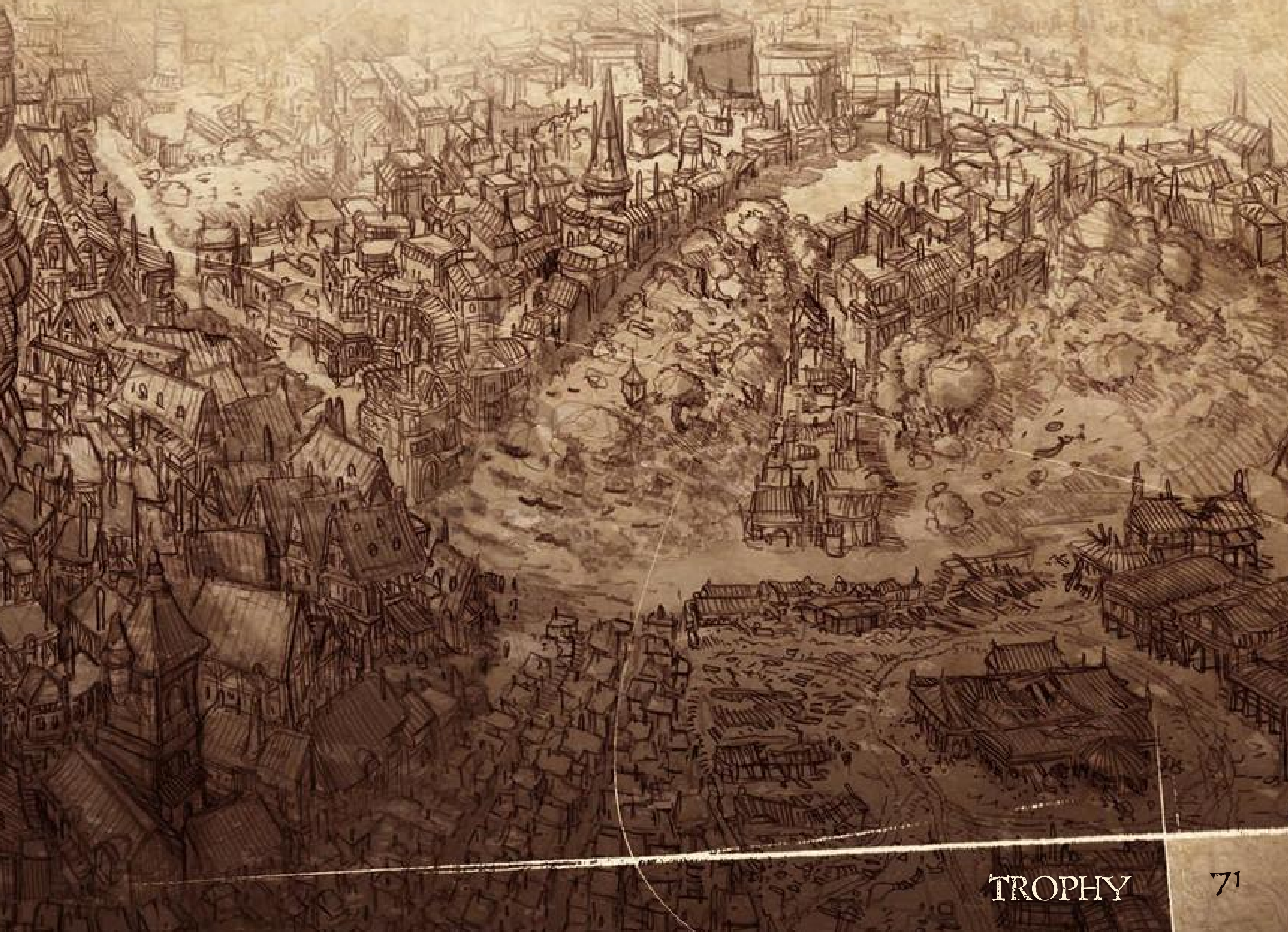
Life in this part of the fief happens during daytime. Yet at night when the fields are deserted by the farmers, it is pretty common to see convoys going through the fields, smuggling goods. The Nine of Amethysts, a free league led by Ambush, fights this traffic. Though sometimes, other leagues are called in to help if necessary.

- At the far eastern end of the Fields, near the Great Bridge, are massive buildings made of timber and a dozen silos. The peasants store there harvest there. The **cooperative** (Discipline/Bards of Destiny) sells these goods to garden market merchants and wholesalers of Little Klûne. This system prevents the small landowners from being ripped off by merchants from Little Klûne. Of course the cooperative is disliked by the merchants. **Podgy** is the founder of the co-op and leader of the group of faithful of the bards of destiny of Cadwallon.. A status which renders him untouchable!

- The fields owe their fertility to the **irrigation network** (Sleight/Guild of Sewer workers) who drain the water from the canal of Shû-az to the cultivated lands. This meshing is so precious that an ancient deal gives the maintenance of the canals to the Sewer worker in exchange for a daily tax: the liter. Today, this tax is paid by the cooperative. In return a team of sewer workers, led by **Joe**, is permanently on call in Trophy.

Some of the banks have crumbled and have revealed underground tunnels. To the free leaguers discontent, the Sewer worker use security reasons as an excuse to refuse to dig wider holes to allow access to the tunnels.

- When Bran Standing-wind became Peer of the fief, he didn't dare throw the Markropets out of their family estate, a huge rock in the middle of the canal. Thus, he left them the isle and the mansion built from Emerald forest timber. Not long after, the goblins fell back to Little Klûne and the Markropet sold their property to the guild of Alchemists who set their headquarters there: the **alchemisle** (Sleight/Guild of Alchemists). This move was a surprise as they had left a site considered as more practical and prestigious, on the outskirts of the Upper City, near the gate of Var-Nokkt.



COMEDY GARDEN

Dominant Attitude: Style

FAITH: ●+2 ●+2 ●+3

Comedy garden is a meshing of archways sheltering countless taverns. Rebuilt during Bran Standing-wind's time, the district kept its Kelt spirit. Mainly alive at night, the joints welcome singers, jugglers, actors and other entertainers. It is a true greenhouse for talents which gives a chance to original artists. Mediocrity is the standard, yet it has happened that geniuses have entertained ignorant crowds. (A few patrons from the upper city have understand that and send their scouts to suffer the shows in Comedy garden.) The appearance of virtuosos is attributed to the presence in the district of Bran Standing-wind's harp. This artifact, truly legendary for musicians, is said to be hidden somewhere in the district, waiting for an artist cunning enough to find it.

- The Peer's mansion is modest yet stylish, the **round tower** (Style/Standing wind) is situated at the core of comedy garden. Though original (one might think it stolen from a barhane stronghold), it goes relatively unnoticed, its spire barely higher than the surrounding roofs. The tower is administered by the ultimate heir of a famous family of cadwë butlers: the Montrachet.
- Another of Bran Standing-wind's projects : the knocking down of the pillories used by the Markropets' justice and the development of a large esplanade dedicated to festivals. Sophet Drahas extends his influence over **pillory square** (Opportunism/Usurers), which is now at the heart of the festivities he organizes for the people of the lower city. Rascals at his service roam the area now under the rule of the strongest such as Tokkt the ogre.
- The minstrels of pain have established their cult in an old warehouse: the **meaningful penitence** (Style/Minstrels of pain). The ground floor has become the chaotic workshop of **Larme**, a faithful of pain. It's on this level that the minstrels' cells and dorms for visitors willing to go into retreat can be found.

The minstrels have found out that their visitors have an unconscious tendency of picturing future events in their works. This information spread rapidly and many curious people come to scrutinize the works of penitence, searching the secrets of their future.

- Rubicund tower (Style/Magician) is a peculiar school of magic. Under the influence of **Wander-World**, a former Voyager, mages learn many practices... not to increase their power but to learn spells that can be applied to entertainment!

Originally it was a simple tower, but the building has now so many annexes (accommodation, workshops, small shops...) that it has become a little district of its own.

The intensive use of mana weakens the border between Cadwallon and neighboring Realms. It often happens that Elementals appear in the district or that Cadwës disappear, sucked to other worlds...Free leaguers are then called in to intervene.

SOUTHAVEN

Dominant Attitude: Pugnacity

FAITH: ◐+2 ●+4

Bran Standing-wind developed a large esplanade to welcome artists passing by Cadwallon. Over time, the area was turned into a gruesome shanty town peopled by war refugees from the Rag'Narok. A group of Drune holds the district through violence. Little by little their abuse, coordinated by The Claw, extends to the nearby districts.

Rumors say that there is a temple of Darkness in which the Drune sacrifice innocent victims to the dark gods. This information is rather unconvincing because these Kelts abhor any kind of god.

- The proximity of Southaven has turned the **warehouse district** (Opportunism/Weapon Bearers), which used to be animated, into a no man's land. A group of orphans, led by a young goblin, Nitrite, has invested the large deserted streets. The area is also used by others wretches and smugglers. It is well known that stolen goods are stored there nightly before being put on display on the garden market in Little Klûne

THE SQUARE

Dominant Attitude: Pugnacity

FAITH: ◐+1

A mysterious conglomerate has taken interest in a square area almost deserted of inhabitants north of the fief. Their project is to buy every single house, knock them down and turn the location into a universal market where one could find whatever is sold in Cadwallon. The demolition has begun, but some of the inhabitants refuse to sell. The square is for the moment a huge building site doted with clusters of dwellings. War has been declared between Sir Drawater, the conglomerates puppet and the inhabitants.

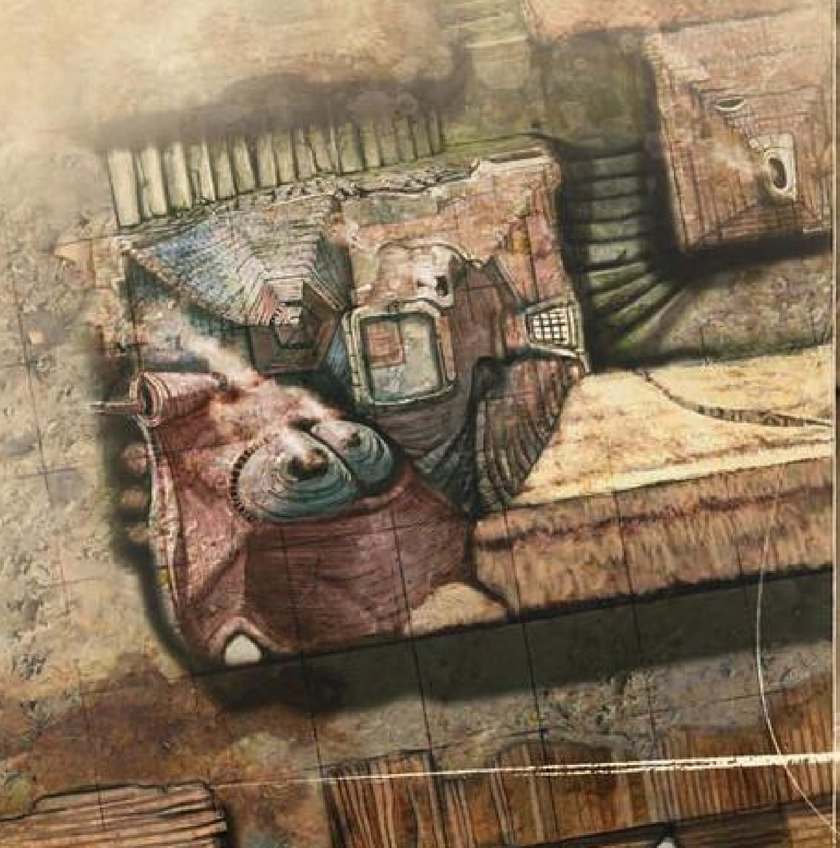
On either side, the tone is getting louder. Blackmail, "freak" fires, mugged workers... Incidents are frequent.

A small fortress overlooking the district, the **Northern Stronghold** (Discipline/Militia) houses the militia's garrison. The Standing-winds are unable of financing it properly. Thus the Northern stronghold survives as much from the Peers investments as from the merchant conglomerate, which is buying the district little by little! Officers sometimes have to sell their services or ask to be transferred elsewhere. **Lieutenant-general Kaltyr**, head of the militia frequently sends his men to serve the private interests of the Square's promoters.

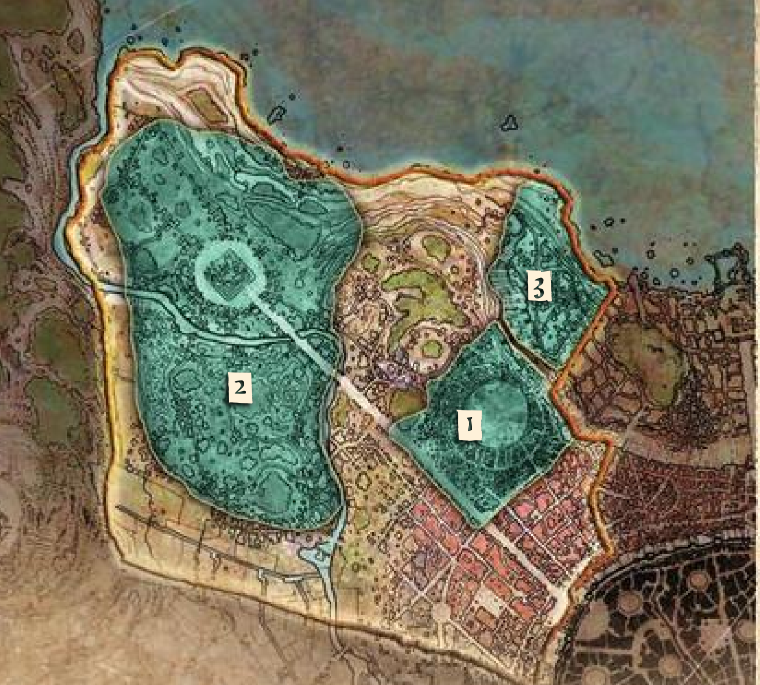
TROPHY

Slang

The honeys: The orcs.
To get markropet: To be swindled.
Stuff the pillory: To absorb or inhale a hallucinogenic substance.
To be down south: To be extremely poor.
Standing-windlike: What cannot be done.



> While we were bleeding him,
> he squealed so load that you
> would have thought you were in
> Comedy garden



1 THE SKINNER
2 THE BOG
3 THE LITTLE ARENAS

GAMEHEAD

The Wolves salute you!

PEER: Krenald the Howler
POPULATION:

- Elf: Rare
- Goblin: Common
- Human: Common
- Dwarf: Rare
- Ogre: Rare
- Orc: Uncommon
- Wolfen: Common

DOMINANT ATTRIBUTE: Pugnacity
FAITH: ● +4 ● +1 ● +2

On the streets

Whoever goes through Gamehead can only be astonished by the incongruous blending of city and countryside which characterizes the fiefdom, reflection of the struggle inherited by the Wolfen who administrate Gamehead and the unavoidable expansion of the city.

The western side, with very little constructions and abounding in fairy groves, opens upon cattle ranches which supply the slaughterhouses of Cadwallon. Mysterious stone circles can be found close to the rustic lodgings of the bog-walkers.

The eastern side, just outside the upper city, is a maze of busy streets buzzing with activity. The Howlers, masters of the fief, were able to maintain green spaces, which appear as tiny islands lost upon a sea of ill-assorted buildings.

History

In 963, a pack led by Krenald, a young repentant Wolfen, chose to settle in what is today called the Bog. At the time, the marshland was the hunting ground of a terrible monster and no one dared venture there.

The Wolfen tracked the monster back to a very ancient pyramid at the heart of the swamp and found a truly strange construction, which concealed a gateway to an unfinished Realm where the creature had settled.

The pack defeated the titan in its den and dragged its head back to the ducal palace. As a reward, Krenald was nominated Peer of Cadwallon. Ever since, each night, the Wolfen howl to the moon to commemorate their victory and the memory of their fallen brothers. In fact, the family name comes from this custom.

The Howlers family

The Howlers do not constitute a “family” in the cadwë sense of the term. Faithful to their culture, they follow before all a strict hierarchy in which members are not necessarily of the same blood.

Despite his great age and cloistered life, Krenald remains the alpha. When he is away, Hadrax, one of the rare members of the original pack still alive, holds the role of pack leader with the help of Kyx, an exiled vestal and last mate of Krenald.

Serdak, the sole whelp of the Howler, doesn’t hide his ambition: he wishes to replace his father at the head of the pack to put an end to traditions he believes to be obsolete.

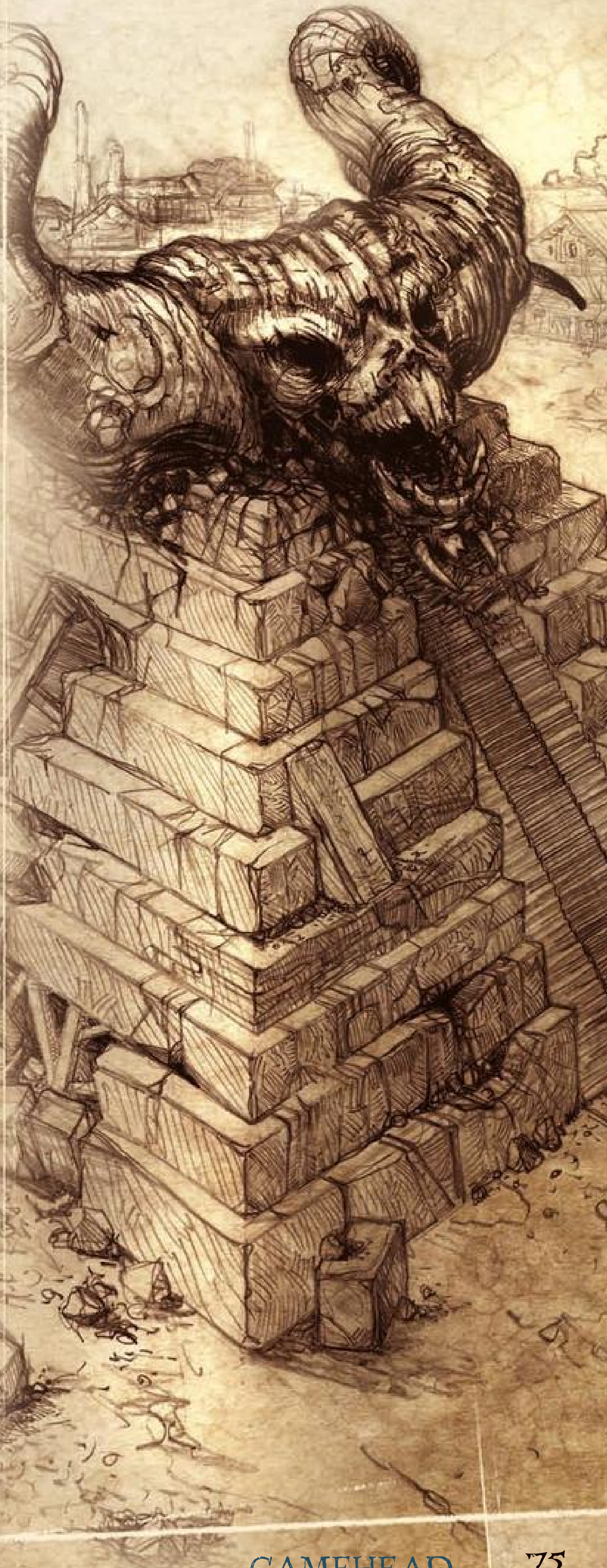
Powers

Since the foundation of Gamehead, none of the Peers dared say anything about the Howlers lack of interest for politics. Sadly for the dignitaries of the Free City, the Wolfen were able to adapt to the local way of life while pugnaciously defending their ancient traditions.

In spite of the size of their fiefdom, the Howlers never tried to extend or abuse their powers. On the other hand, every attempt of settlement by the guilds and the other families have been countered with ferocity.

The frenzied isolationism of the Howlers and their lack of interest for the other Peers of Cadwallon does not prevent them from taking their role of defenders of the city very seriously and to take part in military action. Though very few in numbers, they are a direful force that's anger is even feared by the leagues.

> – If you don't go to bed, I'm calling
> the Huntsman to eat your liver, just
> like he did to the neighbor!
>
> – I don't care, i'll sleep
> when i'm dead!
>
> *– A mother scolding her daughter*



Plots

Long ago, Krenald reigned over Gamehead kindly but sternly. When four of his cubs were taken from him by a mysterious illness, he gave the reins of power to Hadrax and locked him self in a cave to mourn them.

Two long years have gone by and the Howler hasn't resurfaced yet. He is only a memory for some and his absence has sowed the seeds of discord among his kin. Two rival factions have appeared: a traditionalist circle lead by Hadrax and a contentious group of young lead by Serdak. The latter wishes to replace his father and put an end to the isolationism of the elder.

Ducal authorities fear that the conflict might become a full-fledged war. While some ill intended people spread the word that the alpha of the Howlers is dead and question the legitimacy of Hardrax's position.

The ruins spread accross the Bog hide many treasures. Since the foundation of Cadwallon, they have caught the attention of all kinds of adventurers. During the day they are left to all sorts of animals and are sometimes explored by some adventurous travelers. At night they disappear, shrouded in fog and welcome criminals and unlawful lovers alike.

To make matters worse, a group of devourers as recently invested a temple in ruins, east of the Bog, and a mysterious assassin is terrorizing the district of Little Arenas.

THE SKINNER

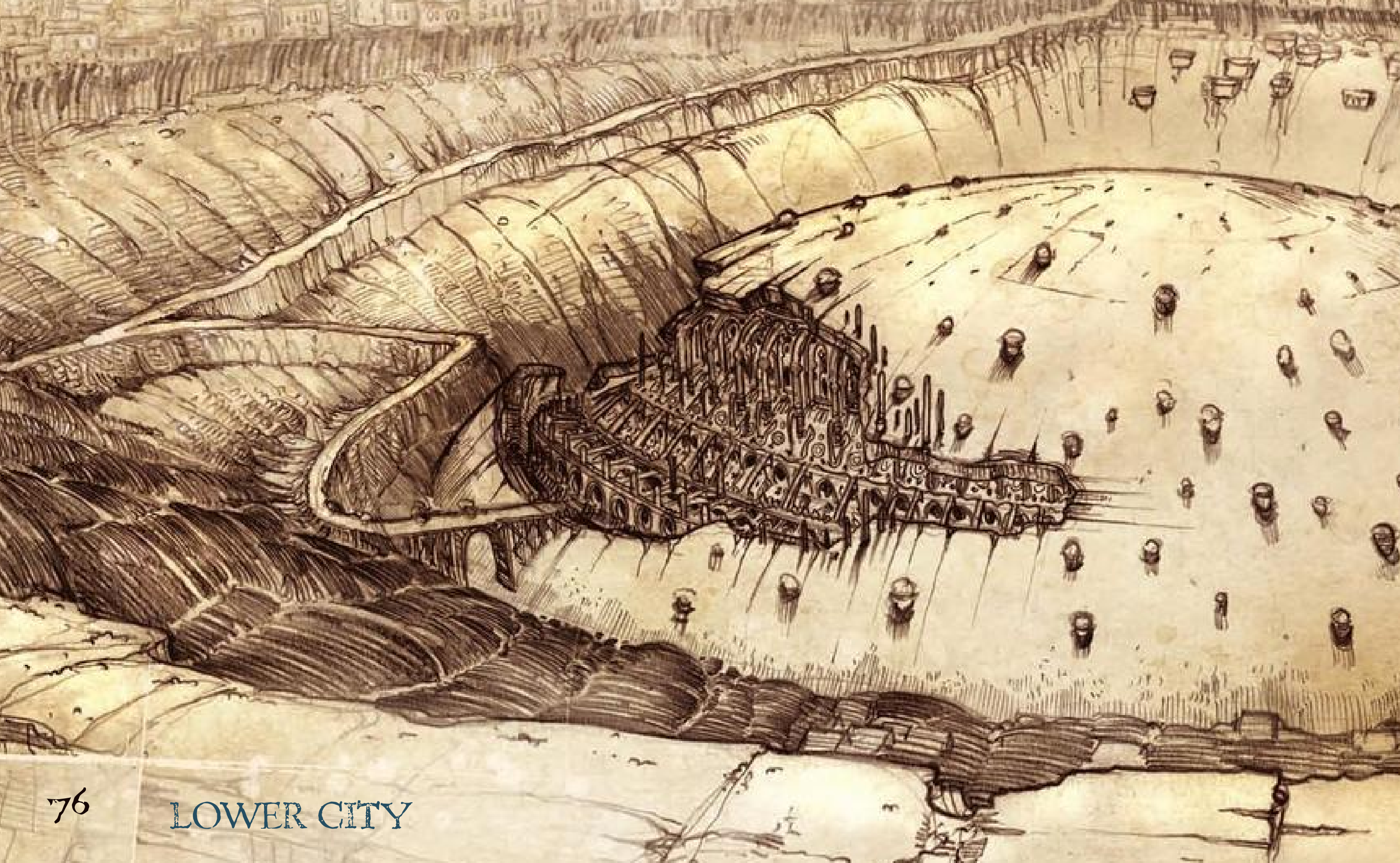
Dominant Attitude: Opportunism

FAITH: ●+2 ●+4

This district, one of the most sinister of Cadwallon, is named after the huge construction in its center. In day time, in the streets filled with a colorful crowd, one can here the screams of distress of the cattle led to the slaughterhouse and the noise of the butcher's knife. Some gutters are even sometimes overflowing with blood from the slaughtered beasts.

At night, the skinner is deserted, as if it was choked by the unbearable smell of blood and burned meat which rises from the dome. Thieves and lone workers remain inside the unsanitary joints of the district. Only the figures of the bent over homeless walk the dirty streets of the district.

- The **Dome of the skinner** (Pugnacity/Drune) is a circular building of colossal size from which the vault is partially missing; it is covered in scriptures reminding Ophidian writings. Made in to a slaughterhouse by Derggu the limp, a mysterious Drune benefiting from the guild of Usurers financial help, the dome is since 985 one of the economical lungs of the city. During the day, the gigantic construction is invested by dozens of workers who slaughter cattle.
- Drawn by the promise of accommodation and work, hundreds of klû-less goblins have built within a few years a vast network of slums piled up all around the Skinner. In broad daylight, this huge shanty town called the **Loose Noose** (Opportunism/Goblins) boils with intense activity. Slaughterhouse workers, street sellers and beggars mix noisily. Around a corner, one can meet **The Demented**, she is an old drune gone completely mad who mutters blasphemy under the moon of Yllia. The inhabitants carefully avoid her gaze and fear her curses.
- The drunk at **Vorgo's** (Sleight/ Guild of Usurers), a small dirty tavern located a few streets away from the dome, tell anyone ready to listen that the blind workers cut up more than cows and sheep in the basement of the Skinner... It is true that disappearances and mutilated bodies are pretty common there. A saying goes "One screaming animal, one dead wanderer"... Vorgo, the owner of the tavern, is an old bent over ogre with only one eye left who, it is said, would sell his own mother if he was promised a ducat. His relations with the provocatores are a secret for no one and he is the one to ask to assist to the illegal fights staged in the fief.
- If the surroundings of the dome are not recommended for a walk, it's the opposite for **the Trench** (Style/Aristocracy). The longest and largest avenue of Cadwallon, patrolled night and day by the militia, is one of the favorite routes of the rich people of Cadwallon. Lined with shops and stalls open at all times, this street links Gamehead to the gladiators' fetish monument.
- The **Gates of the Bestiaries** (Pugnacity/Gladiators) is a great archway, sided with statues representing the greatest gladiators who fought in the city's arenas. Traditionally, the fighters walk through the legendary gates and parade down the Trench before heading for the Little Arenas to meet their glory or their maker.



THE BOG

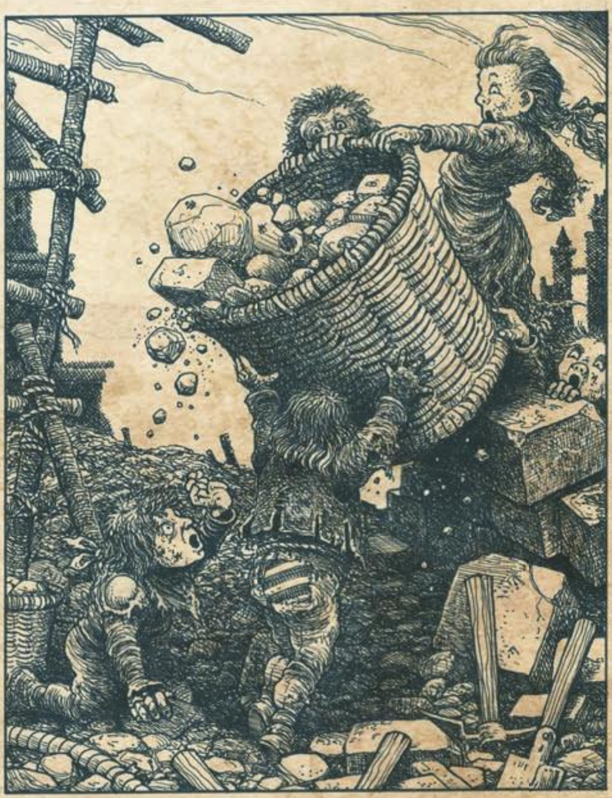
Dominant Attitude: Pugnacity

FAITH: +4

This district, a large swamp planted with ruins of another age, is the historical heart of Gamehead. The Bog hasn't changed much since the arrival of the Howlers. It is said that the latter would have allied with woodland creatures, which protect the marsh from any degradation.

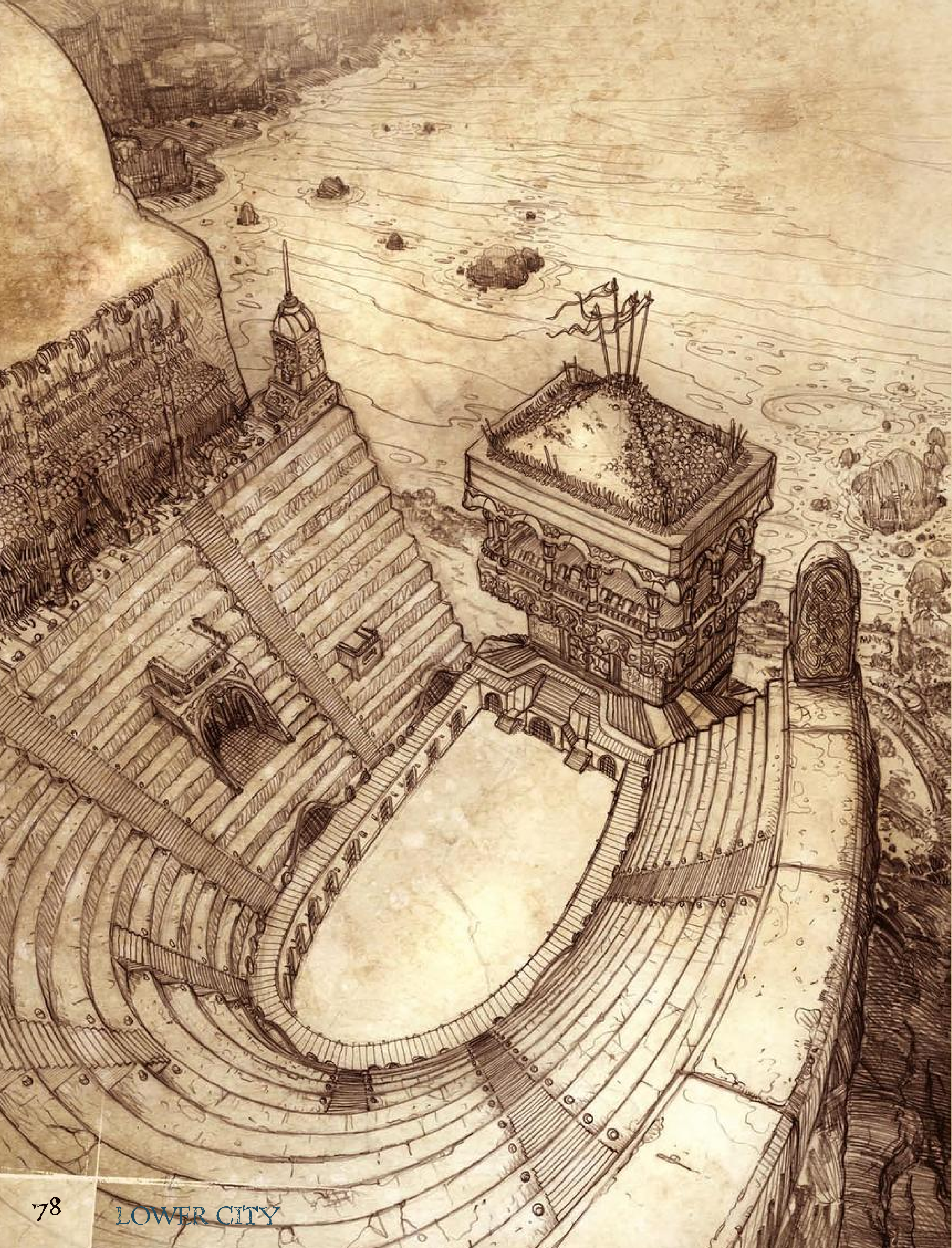
Under the light of Lahn, the Bog is nothing more than any ordinary swamp in Lanever. Animals try to avoid wanderers while the wanderers try to avoid quicksand. At night disturbing figures haunt the mist which covers the water soaked ground and the silence is only broken by the cry of the nighthawk. The Howlers patrol relentlessly the swamp, without mercy, hunting down criminals and vagabonds trying to hide there.

- Lost amidst the reed and the mangrove, the **Howler's encampment** (Pugnacity/Wolfen), long ago a temporary shelter, is today a true village where most Wolfen dwell.
- Not far away from the camp, **Gildgreen** (Style/Daïkinee), a kind of inn, managed by a group of Daïkinee recently arrived from Quithayran, welcomes the rare visitors to the swamps. The mosquitoes here are a real plague, therefore stays are pretty short... Unless you're trying to lay low for a while.



- At the heart of the Bog, set atop of a huge stair shaped pyramid, is fixed the **Gamehead** (Discipline/Wolfen), the gigantic skull of the beast defeated by Krenald's pack. The fiefdom's name comes from this monument around which the Wolven assemble to celebrate their most sacred rituals. The remains of the dead Howlers are left to rest inside the entrails of the pyramid, guarded by a blood thirsty spirit.
- More to the south, a rocky mountain range dotted with caves emerges from the swamp. It's in this network of tunnels that the Peer of the fiefdom has decided to reside after the death of his young. No visitor is allowed to enter the **Howler's den** (Subtlety/Howlers), but some say that those tunnels link Krenald's haunt to the sewers of Cadwallon.
- The Circle of Explorers were granted permission by the Howlers to penetrate the **Demise Hole** (Subtlety/Dwarves of Mid-Nor), a network of winding underground tunnels meant to lead to a buried Cynwäll temple. The crew of explorers didn't discover a temple, but the refuge of **Nurbald the Sculptor**. This dwarf of Mid-Nor, former undertaker from Ghieronburg, has transformed the Demise Holes into a morbid museum where tens of sculpted corpses are crammed. One of the members of the expedition claims that these rotting sculptures are alive and able to move around, yet no one went back to verify it.

Since the discovery of Nurbald's den, the Howlers are worried by what could come out of it some day. Unfortunately no Wolfen is slender enough to fit down the holes.



THE LITTLE ARENAS

Dominant Attitude: Pugnacity

FAITH: ●+3 ●+1

Renovated soon after Krenald's nomination to Peerage, this picturesque and animated district is situated at the edge of the fiefdom of Soma, on the eastside of Gamehead. Its cobblestone streets and half-timbered houses contrast heavily with the rural atmosphere which characterizes the rest of the fiefdom.

• Amid this urban enclave, the **Pit of Claws** (Pugnacity/ Provocatores) is still the pride of the Howlers. Though only the Wolfen and the old folks from the area still use this name to designate the arenas of Cadwallon, it is not named so for nothing. The symbol of the district is in fact a deep unevenly shaped pit, dug in the rocky ground and surrounded by a thick wall decorated with bones and trophies. Originally, the location was only used for ritual fights and the Howlers ordeals. Since the districts renovation, the new arenas (the old Pit of claws) have become one of the major attractions of the city. The rich and the commoner mingle to assist to gladiator fights and visit the many prosperous shops in the nearby streets. Day or night, there is always a strange tension which makes the people nervous and aggressive therefore prone to fights and vivid arguments.

The Pit of claws is the main meeting point for the provocatores, a brotherhood of fighters whose official activity is to provide gladiators. Yet no one ignores that the provocatores have a firm grasp over gambles and clandestine fights.

• Located a few blocks away from the arena, **Gladius Street** (Sleight/Devourers) has staged in 990 an earthquake due to the sudden sprouting of a gigantic tree. Considered cursed, the street is cautiously avoided by the locals. A small group of Devourers has recently settled among the ruins around the tree. Led by the Apostle, a terrifyingly looking Wolfen, the followers of Vil-Tis walk the streets of Gamehead day and night without any purpose it seems. Serdak has been seen several times in the Apostle's company and the arrival of the devourer has stressed the schism between the Howlers.

• Close by the arenas, is the **Weapon trade market** (Subtlety/ Blades), a huge warehouse set among the remains of an old fortress built by the Dog of war a long time ago. The building is at the same time a sales outlet and a stronghold. One can find there an impressive collection of exotic weapons and armors. Most of the items sold have already been used, but if one searches carefully, one can find very old items dug out by tomb raiders or brought back from far away lands. The warehouse is managed by the guild of Blades which was able to develop good relations with the Howlers. Notably thanks to **Traggab**, the manager. This Akkylanny woman with a glowing personality has made of the Weapon trade market the main recruiting spot of the guild. During the day, a colorful crowd of free leaguers and mercenaries can be found coming in and out the doors of the building. Fights are common, but Tragga is there to take care of it and the militia comes in only on the worse occasions. Under the veil of night, elusive figures glide stealthily to the back door and gods only know what goes on inside the deserted buildings.

If the Little Arenas are relatively sure, it has none the less its own urban legends. Inside the smoke filled taverns, people talk of the shady Huntsman. A great hooded silhouette roaming the streets when night comes, this merciless hunter kills anyone who crosses his way and leaves behind horribly mutilated corpses. No matter if this story is true or false, the bodies found regularly by the local people are proof that a mercyless assassin is out there.

GAMEHEAD
Slang

Barker: Pejorative term for a Howler.

Toothless: Moniker given by the traditionalists to the young partisans of Serdak.

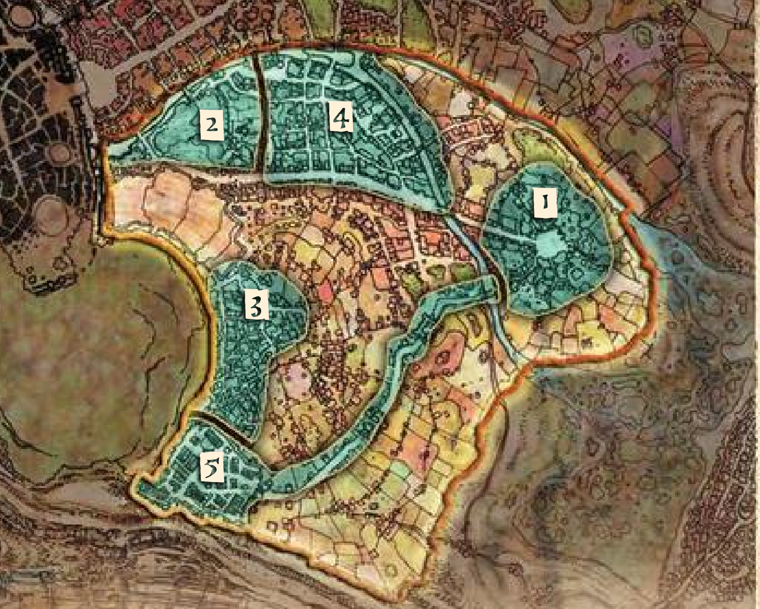
To bog someone: Bury a body in the Bog (generally after an assassination).

Get pitted: To die in the Pit of Claws.

Bog walkers: nickname for the inhabitants of Gamehead (other than the Wolfen).

Stink the swamps: Avoid justice by hiding in the Bog.

To get sniffed out: To be under the surveillance or to be spotted by the Howlers.



1 **PARCHEDALE**
2 **PETROPOLIS**
3 **ARCADIA**
4 **SHAPROA**
5 **WYVERN ROAD**

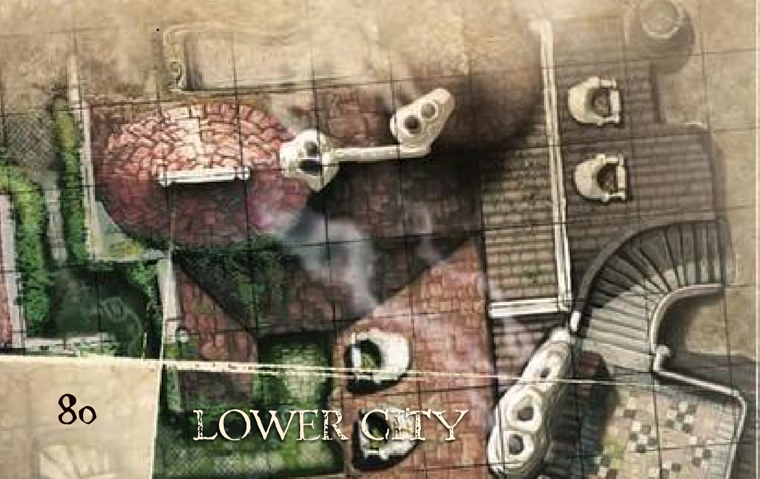
GHIERONBURG

Fire never sleeps.

PEER: Bernadil Ghiéron
POPULATION:

- Elf: Rare
- Goblin: Rare
- Human: Common
- Dwarf: Uncommon
- Ogre: Uncommon
- Orc: Rare
- Wolfen: Rare
- Others: Fayrees, Elementals and magical Familiars…

DOMINANT ATTITUDE: Opportunism
FAITH: ●+2 ●+2 ●+2



On the Streets

Built on enchanted ruins, the fief has undergone supernatural influences : though two rivers, the Asp and the Adder, run through this tableland, it seems to suffer a strangely dry microclimate. This area has long remained lying fallow because, save for magical creatures, only a population of peaceful ogres (some say apathetic), nicknamed "slogres" because of their slowness and sluggishness, lived there.

Nowadays, Gherionburg is a rural fief. The recently built areas are animated during the day by the people working there. At night, the unexploited lands, dotted with ruins, stage less commendable activities.

History

Gherionburg is a new fief that some Cadwës rather consider like an extension to the upper city.

In 956, Commander Denerac Gherion was enobled at the age of 58 as a reward for his crucial role in the victory against an invasion by Anfoebian forces who landed from a close by elemental Realm. Not well-versed in the arts of intrigues, Denerac only received land believed to be sterile and worthless. This land had been bought by the Duke from the goblins. This domain, said to be cursed, was only inhabited by fayrees and Elementals and dotted with mysterious ruins. Against all expectations, the fief developed rather quickly under the impulse of the Commander (who died in 984) and his descendants.

The short history of Gherionburg is marked by the Gherions great projects: building of Villa Denerac in 958, development of the catacrypts in 961, Loan (and scandal) of the Tamarez canal in 966, launching of the Shaproa in 973 (and aborted in 987). In 962, apparition of the mysterious "Baron Mardi" and the introduction of his Truce have regulated the activities of the magical creatures of the fief.

The Ghieron family

All human, the Gherions are the descendants of Commander Denerac. Since the sudden rise of their ancestor, they work hard to prove themselves worthy of their noble title. Lacking culture and elegance, their "coup d'éclat" are usually clumsy and tacky. The Gherions are always looked down on. Yet their obvious clomplex of inferiority hides a great ambition and a cunning mind, for lack of elegance

Bernadil is the older of Denerac's grand children. This charismatic thirty year old man relies much on his family : Gowayn for finance, Isabess, Gowayn's wife, is in charge of the relations with other noble houses and Martolbe is in charge of the relations with the guilds and leagues.

The cousins Thismee and Ombeline, particularly receptive to magical phenomenons, are interested by the supernatural events so common in Gherionburg.

Adalban, the military expert of the fief, is the last of Denerac's children to still be alive.

Powers

The Gherions sometimes abuse their authority. Dynamic and demagogue, they benefit from a large popularity because they know how to remain in contact with their subjects.

Even if power is centralised by Bernadil, each Gherion is allowed a relative independence in his field, which makes the family more reactive. This opportunism goes along with a certain amateurishness. By trying to be part of everything, the family wastes a lot of energy.

Besides the family's influence is weakened by tensions with the other noble houses and, to a lesser extent, with the guilds. The family's ongoing "bad luck" is the result of repeated malevolence and growing conflicts.

> "A few coins to feed my children!
>
> – Go to Mardi Gras, woman! You should go to the poorhouse instead of slogrising around..."

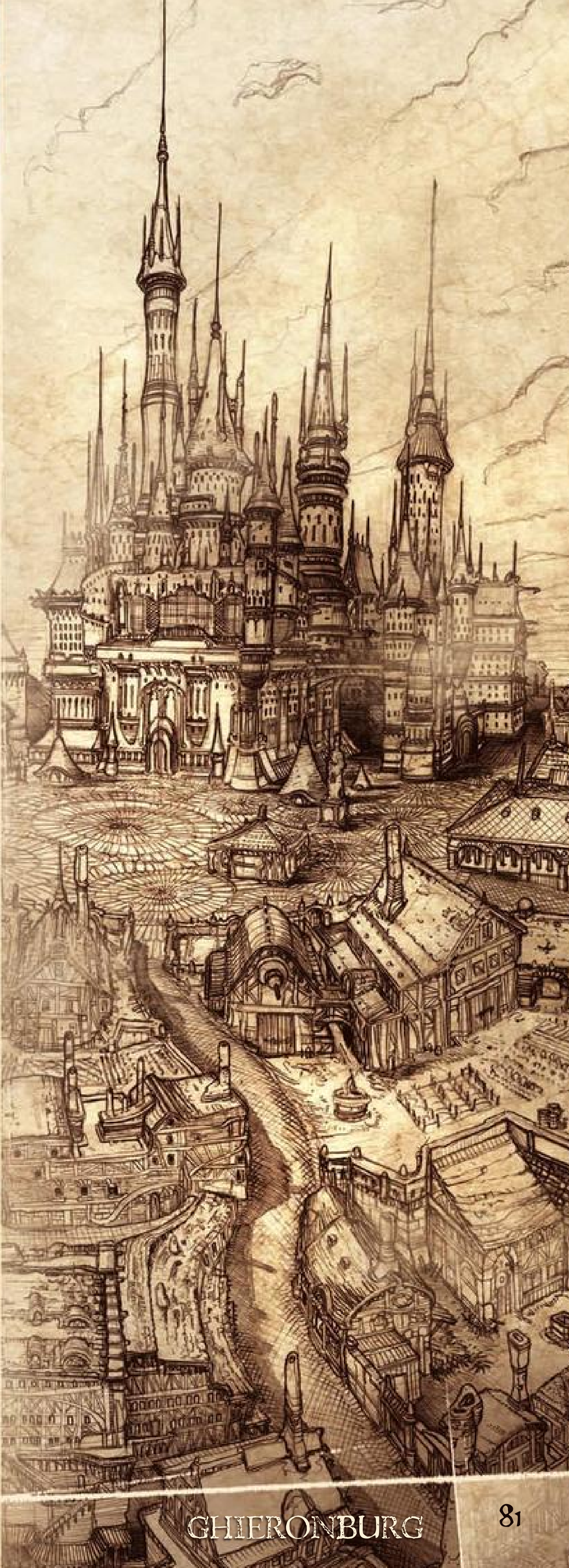
Plots

The Gherions develop projects to better their position and their family image, which makes them vulnerable to flattery and charlatans.

The guilds often use the complex of inferiority of the members of the family and offer them to invest in hazardous yet prestigious projects. These schemes are rarely finished and the Gherions being bent on revenge make them pay for it dearly. Thus when crooked Goldsmiths urged them to invest in the building of the Tamarez canal (which turned out to be impossible to carry out), the Gherions have made such a scandal that even the most skilful speculators didn't get away without being tainted.

Besides, the district of Arcadia draws the greedy, Thismee and Ombeline manage the relations between the Sihirs and Voyagers, but Baron Mardi draws a wicked pleasure from humiliating them.

Recurring conflicts between the family and the other noble houses are dormant and barely noticeable. Yet everyone knows of the ongoing hatred between Silnus Drakaër and Adaldan Ghieron.



PARCHEDALE

Dominant Attitude: Discipline

FAITH: ●+4 ○+1 ●+1

Originaly Parchedale was but a hamlet built on ruins, near the fairy groves of the garden of desire by a community of lethargic slogres. This pleasant location, though isolated by the Asp and the Adder, soon became the centre of the fiefdom. Despite a swift urbanisation, Parchedale has kept the particularities of a village: small low houses with gardens, an outdoor market on the central square, a wash house and even some irrigated fields. A quiet and warm atmosphere reigns in this little town lost in the city. When night comes, it is without doubt one of the most peaceful places in Cadwallon.

- The great market is held every day on the large esplanade next to **Villa Denerac** (Opportunism/Gherion), the lavish residence of the Gherions.
- The enchanted scale shaped tiles laid on the ground of **Scales Square** (Discipline/Ghieron) are the vestige of a city erected there long before Cadwallon. Always dry, they are said to be the cause of the fiefs microclimate.
- Built on hot water springs and the banks of the Adder, the great **wash house** (Opportunism/Militia’s Club) and its many extensions (shops, workshops, housings, inn and so on...) are surrounded by high walls. The talkative washwomen practice their “laundrying”. As every single rumor ends up here, some have taken the habit of bringing their laundry here to gather some information. The attendance of the place is so high that entry to the place is now charged. The place is owned by the Militia’s Club and many women (mainly widows) find a job and a house here.
- The **catacrypts** (Sleight/Neutral) are a dry underground network, well preserved and reputed safe; reptiles eat the vermin and any kind of rodents. Access to some passageways are forbidden under an old ducal law, but others are inhabited by craftsmen or merchants, like **Paolin Two-Arms**. A few daring apprentices venture sometimes in this labyrinth even if centuries of looting have drained anything valuable that could be found there.

PETROPOLIS

Dominant Attitude: Pugnacity

FAITH: ●+1 ●+3

Enclosed inside the fief, this disreputable park is a supernatural enclosure, in which petrified plants still manage to grow. Orcs take care of this strange garden. Organised bands fight over some parts and magical phenomenon sometimes happen inexplicably. Despite these hazards, many people victim of exclusion find shelter in Petropolis to evade the attention of someone powerful or to search for fabulous treasures hidden there.

- No one knows if the **basiliege** (Pugnacity/Cold-Blood) is a petrified oak or if it is an enchanted statue. Any way, those who sleep under its branches wake up in the morning filled with unfailing fortitude. Rogue bands fight for the control of the basiliege, despite the fact that the Cold-blood like to meet there.
- **Fairslime farm** (Opportunism/Goblins) has been occupied for decades by a family of goblin farmers who use the supernatural qualities of Petropolis to grow extraordinary plants. Several caves under the farm shelter mushroom beds reputed for the magic properties of its production. The Fairslime family has always been able to preserve their land from others. **Sulandra the Grey** often comes here for supplies. One can leave messages for her to the goblin farmers.
- **Cal Ka Dum** (Subtlety/Orcs) is a petrified grove, a worship place for the orcs. Calka, a spirit which claims to descend from Jackal, has manifested himself several times here. He has taught some shamans the means of using the mineral vegetation of Petropolis.
- The Tide of the dead shows that the underground of Cadwallon is not a nice place for eternal rest... The **necropolis** (Style/Neutral) has been designed following the principle of superposition of tombs and graves. During the day, the living come to meditate at the graves, while **Uune** takes care of the funerary monument and digs new graves. At night outlaws come to settle scores in the quietness of the necropolis.

WYVERN ROAD

Dominant Attitude: Discipline

FAITH: ●+1 ●+2 ●+2

This clay road, lined by fields and ruins, links the south of the fief to Shaproa and passes through Parchedale. Strictly controlled, this road is historically reserved for military use, but thanks to various favors, the guilds' transports use this road at night to reach the Mills without having to pass through Arcadia.

- **Fort Gentle** (Discipline/ Militia's Club), headquarters of the Militia's Club, is a great residence, a true fortress, located on the road, closest to Parchedale. The Fort has already been besieged by private armies working for the guilds or the noble houses, but no one was ever able to penetrate it and lay there hands on the legendary treasure of the Club. Some militiamen, such as the famous **Sergeant Martial**, enjoy here the quietness of retirement.
- **Camp Valiant** (Discipline/Ghieron) is a vast military reserve, on the outskirts of the gardens of desire. It is the power centre of Adalban Gherion whose authority is so strict that the garrison of Camp Valiant is often assimilated to a disciplinary regiment. The exhausting trainings taking place there form the Wyvern, resourceful elite soldiers; the penitentiary of Gherionburg is situated inside the camp. It is said that the prisoners are sometimes requested to participate to the manoeuvres in the jungle...

SHARED PROGRESS AVENUE OR "SHAPROA"

Dominant Attitude: Opportunism

FAITH: ●+1 ○+1 ●+1

To get closer to the rest of the city, the Gherion family had the idea of a long boulevard, a master piece of urbanism dedicated to the "living forces" of Cadwallon. The construction was disturbed many times by landslides and the discovery of the den of intelligent creatures (small fayrees, elemental familiars and so on.) opposed to the works which were eventually aborted.

Today twelve years after the project was abandoned, the "Shaproa", is only an awfully cobbled road lined with abandoned building sites and constructions lost amid wastelands. Despite all if it, a flourishing economical activity has developed, some luxurious buildings having been bought by skilful speculators for a chip of its worth.

- **The Olgheta house for the poor** (Style/Gherion, Alchimists and Secret Garden) is a charitable institution build inside a pretentious and baroque building, erected to the glory of the first "great lady" of the Gherion family. The aristocracy deals its ostentatious and often hypocritical generosity. It is well thought of for young women of high birth, especially when part of the Secret Garden, to work from time to time with the sick; even if they don't understand anything to medicine. In spite of this masquerade, some of the poor patients do get properly treated and real meals are regularly distributed.

- When the foundations of the future embassy of Quithayran in Cadwallon collapsed, The Gherion wanted to fill the hole to resume the building. The Daïkinee protested, arguing to let nature do what it had to do. Nicknamed the **green hole** (Sleight/Daïkinee), this large pit with its rocky rubble and green patches has become the main location for the Daïkinee cult in Cadwallon. At the bottom of the depression, one can find one of the rare free waterholes of the fief. The fauna abounds on this piece of land and the ogres, who feed on fayrees, don't hesitate to come and poach here when night falls. **Brarh Steel teeth** usually comes here to rest.
- **At Nice Bargains** (Opportunism/Councils) is a long building which should have become a luxurious hotel. Bought by a dwarf merchant, it was turned into a great bazaar: the rooms are used as stalls and the suites are quite good storage rooms. All the merchants and craftsmen from the surroundings come here to sell their production. After the destruction of its former headquarters, the guild of Councils has settled here; they rent a whole storey of the building.

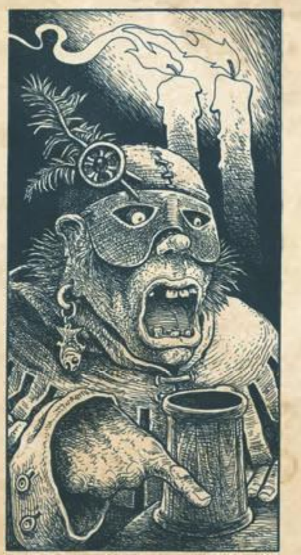
ARCADIA

Dominant Attitude: Subtlety

FAITH: ●+1

This strange district owes its name to ancient rows of arcades. These enchanted works sometime open gateways to elemental Realms close to Aarklash and give the surroundings a magical atmosphere. Many supernatural creatures have taken residence in Arcadia and the only law they know is the Mardi's Truce. The district isn't subjected to the rhythm of the rest of the city and always seems animated by a supernatural carnival. Despite this obvious festive feel, it would be ill advised for the layman to venture the streets of Arcadia. In exchange for a wish or a promise, the most adventurous can lose their soul and find themselves condemned to live within the boundaries of the district. The Voyagers appreciate this location for its role as embassy for the elemental lords.

- **Mardi Alley** (Subtlety/ Baron Mardi) is a street lined with tilted colonnades. Music and games entertain an enthusiastic cosmopolitan crowd. Yet in this jolly chaos, unspeakable curses and lethal maledictions can target anyone at any time if they are unable to defend themselves. It is here that Baron Mardi, one of the authorities of Arcadia, gives interviews and enforces his Truce.
- The ancient magical bathhouses of the **Callipygian triton** (Subtlety/ the Threshold) is also the name of the monumental statue at the entrance. In 956, the establishment was used as an advanced post by the Anfoebian army which attempted to invade Cadwallon; after the fights, Baron Mardi declared it forbidden to Immortals and Elementals. The Voyagers from Aarklash renovated the building which became the headquarters of the Threshold. For the layman, this bath house is always shrouded in steam, and is a haven of normality in the festive storm of Arcadia.



- **At Master Taste's** (Style/ Neutral) is an inn reputed for its delicate and exotic cooking. The menu changes every day and no one knows where the chef, a tentacular being with a gigantic mouth, provides himself with ingredients. For many visitors, the colourful supernatural clientele of the place is a spectacle worth as much as the cooking.

It is here that **Lan-Aly** stays when he is not on mission in the elemental Realms.

GHIERONBURG

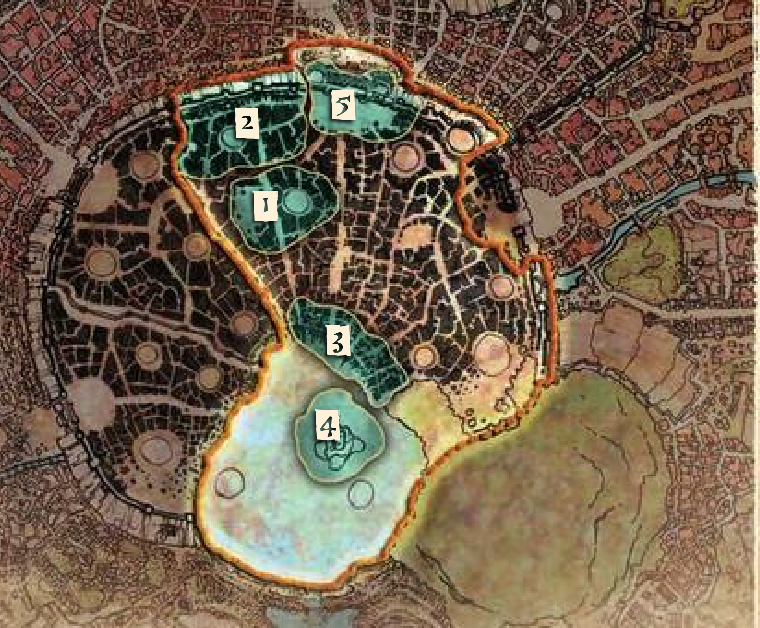
Slang

Arcadian: Monstrous.
A tamarez: A large scale fraud.
To slogrise: To do nothing, to be idle.
Walk the scale: Go to the market.
Go to Mardi Gras: Go to hell.
To estimate stone: To lay low (in Petropolis).
Invest in Shaproa: To prepare a fraud.
Laundrying: Laundry service.
When it'll rain on Parchedale: When pigs will fly.

THE GREAT CIRCLET

Other worlds than Aarklash exist. The magicians studying them have observed that the Free City had reflections in the elemental Realms. The latter constitute what the scholars call the Great Circlet.

- The reflection of Air is a city state called by its inhabitants the **Principality of Splitrock**. This Realm undergoes a supernatural cold which destroys even the most resistant materials such as metal or stone. Crystal is used by the inhabitants to erect sumptuous buildings since it is the only material capable of bearing such temperatures.
- In the past, elemental lords who rule over the reflection of Water have attempted to invade Aarklash. They were driven back by general Gherion's troops. Since, the **Concordat of Anfoebia** has fallen into decay: now the meshing of the buildings made of mother of pearl and bone look more like a great cemetery than a grand capital of magic.
- **Solnarreg** is a solid bubble plunged into magma. Soaked in heat, this cocoon shelters a city where the inhabitants struggle against the tides of magma. This "natural phenomenon" erodes each day a little bit more of the crust protecting Solnarreg.
- **Xurgaddys** is a vegetal Realm. This city is made of a stacking of villages built layer by layer on the branches of Addys, a gigantic tree of which no one knows where it takes root. The magical nature of this world animates the magicians' conversations because this Realm of Earth is intimately linked to Light.
- Another Realm is part of the Great Circlet. **Hollowdeep** has the reputation of being haunted by beings of Darkness and Light. For the Cadwë magicians, Hollowdeep would be an embryo of a world caught in between these two mystical principals.



1 The Core
2 The Embassies
3 The Marina
4 Heatons
5 The North Gate

DEN AZHIR

For the Duke, by Cadwallon.

Peer: Den Azhir
Population:

- Elf: Rare
- Goblin: Rare
- Human: Common
- Dwarf: Uncommon
- Ogre: Uncommon
- Orc: Rare
- Wolfen: Rare

Dominant Attitude: Style
FAITH: ● +1 ○ +3 ● +1

On the Streets

The ducal enclave consists of vast private mansions, as high as they are wide, with over decorated frontages. Fine bridges leap over the quiet lakeside streets. Heart of Cadwë power in many ways, Den Azir buzzes with activity. During the day, busy city dwellers and austere civil servants mingle with rich landowners idly waiting for the evening. At night, the streets are full of the echoes of a thousand parties and one can come across an inebriated procession heading for the lake.

History

After declaring the independence of Cadwallon, Vanius split up the city in separate fiefdoms, which he entrusted to his lieutenants. Of course he helped himself to his own domain.

As he was heirless, Vanius donated his land to the ducal office. Therefore when he died, his fief became the ducal enclave. According to tradition, the fief is named after the Duke in office.

Soon after the great flood of 900, the ducal enclave annexed a new island. In 950, fed up with the choking heat of his palace, the Duke decided to build a summer residence on the island to take advantage of the cool winds blowing there. This caused quite a stir since it was a break with tradition, but it didn't stop the construction.

Ever since, the island is used as a summer residence by the Duke and his court.

Den Azhir has been Duke for eight years now. He has developed his enclave to his liking by renovating the works of his predecessors : a forgotten square, a tattered statue...

The Den Azhir clan

Den Azhir is the adopted son of Camelia Orrkrk. The conditions of this adoption remain secret even today. Formerly a free leaguer, Den Azhir has preferred to create his own clan rather than rely on his adoptive family. Therefore he is surrounded by his "friends", or at least by faithful companions. Among which two former free leaguers, Constable Kal Rajghur who is in charge of the militia of Cadwallon, and Silent Scyrnyth, the Steward, who rules the fiefdom in the name of the Duke.

Powers

Den Azhir and his clan have weaved a real network which holds Cadwallon tightly. Such vivid forces, united not by blood but unshakeable comradeship, the eight years of the Dukes reign seem today to be only a prelude to quite a long reign to come. Relieved from the family intrigues which plague the other houses, the duke can confidently work for the city without having to deal with private concerns.

In fact, Den Azhir doesn't only manage the servants of his fief. He also controls the militia in the whole of the city and can call for the free leagues help. He can also request the Peers' assistance with more or less efficiency. This power is one of the factors which secure the relative tranquillity in his fiefdom.

Plots

Courtiers' games, fashion and gossip are the greatest evils roaming the ducal enclave. The latter is the residence of many "noble" families without a Peerage who descend from the Dogs of war. Not having received a fiefdom when the city was founded, these families benefit from the mansions or the Cynwäll vestige inherited from their ancestors.

Some of them own quite a fortune, but most of them have long spent the family treasure and live beyond their means. Knowing that Den Azhir relies more on his friends than on family, the aristocracy tries to draw the Duke's favors hoping to be given an office or a Peerage if a fief ever came to be "freed", as it has been the case for the Trophy.

The Duke is still a bachelor. Though his office isn't hereditary, his marriage would have quite some consequences on the bride's family. Many candidates – more or less willing – have appeared. So much is at stake in arranging this marriage that assassination is not excluded.

DEN AZHIR

Slang

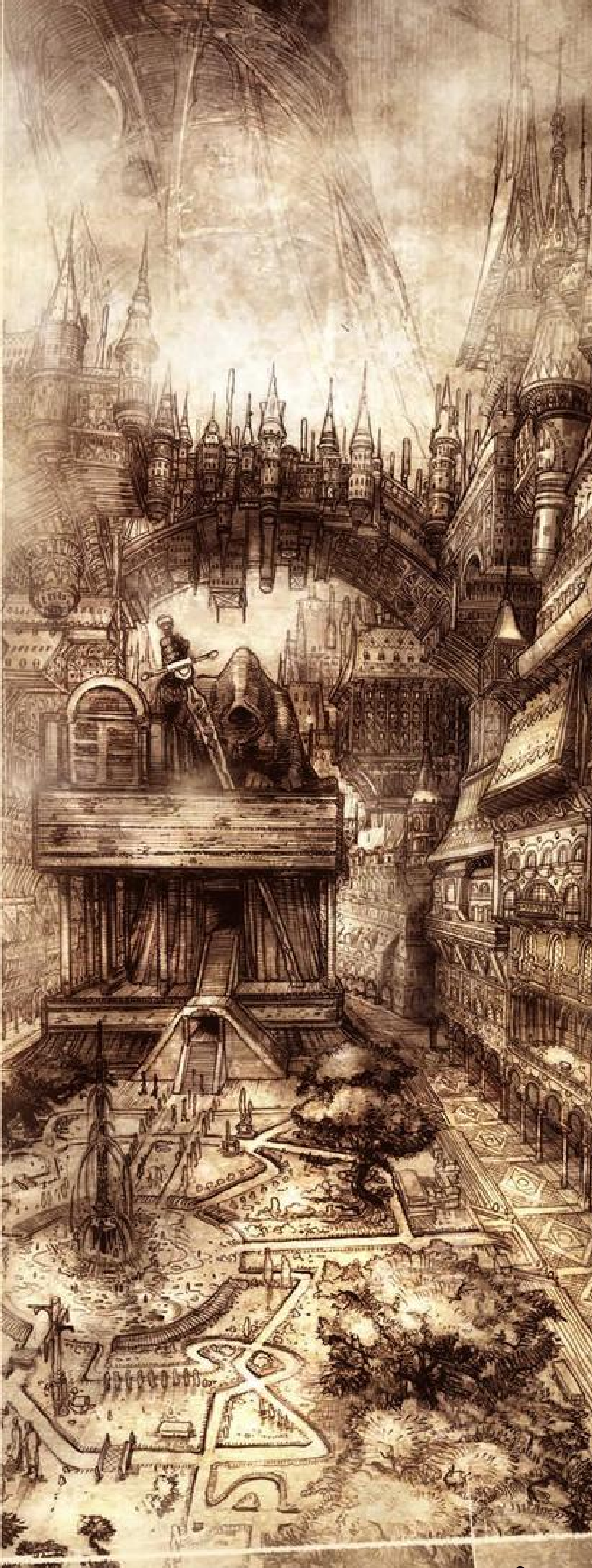
Cadwallon has a heart of gold!: Taunt, used in many different ways to make fun of an interlocutor.

To find a spouse for the Duke: To look for a needle in a haystack.

Run the ten thousand: To bail a friend out of the ten thousand paces prison.

As long as the Embassies keep whispering: The world keeps spinning round.

To heat up: To go fool around in the vegetal labyrinth.



THE CORE

Dominant Attitude: Style

FAITH: ◉+2 ○+2 ●+1

“Cadwallon has a heart of gold” is a popular saying. The city is generous with idealists and entrepreneurs indeed, but if the City of thieves has a heart of gold, it is mainly because its core is full of riches!

This district is the most luxurious of Cadwallon; one has to be rich as Vanius to live there. Somptuous mansions are lined along the large streets which are brightly lit and decorated with vegetation. The Core offers a striking contrast with the lower city and its dirty alleys.

Being the administrative centre, this district gathers most of the city’s offices. Foreign representatives are numerous and the day time passer-by often comes across ducal civil servants, diplomats, rich merchants, body guards and militiamen. At night, the large avenues and bridges linking the towers are used by a much more colourful crowd. This district is probably one where the militia is the most efficient, incidents are rather rare and crime discreet.

- The **ducal palace** (Style/Ducal administration) is a well preserved cynwäll tower which is used as the principal residence of the Duke and his immediate advisers. It also hosts the city’s administration, the militia’s headquarters, and the High court as well. Activity there is intense and access to the lower floors is free. Thus one can visit the historical galleries of Cadwallon and check the ducal archives. But on the other hand it is extremely difficult to be introduced to the upper floors without having been requested by the Duke or some one of importance.

Great receptions regularly take place there to honor foreign delegations and great trading treaties.

- In the centre of the Core lies **Vanius Square** (Style/Neutral), decorated with gardens, fountains and trees. The people living there meet there to bask during the day and talk among people of pleasant company. It is the place to be to meet important people and courtesans.

When he is not running across the roofs to deliver messages, **Lotval** often comes to rest in this quiet place.

- In the centre of the square stands the **mausoleum of Vanius** (Discipline/Heralds of felicity). It is here that the remains of the first Duke have been left to rest. The building, on top of which is standing a huge statue, is guarded by a different league each week. The changing of the guard of honor is the occasion of a flashy and shiny ceremony which draws many visitors.

The legend says that Vanius’ war chest is hidden in the mausoleum. Some claim that invisible inscriptions are carved on the monument and provide the information necessary to find the treasure.

A Herald of felicity retreat is also set in the foundations of the building. The monks take care of the maintenance and watch over the remains of the founder of Cadwallon; they live recluse and the people of the city would rather ignore their presence.

- Overlooking Vanius Square, **the Mint** (Sleight/Ducal administration) is where ducats are coined. Protected from intruders by strong metal gates, this massive building is also guarded day and night by militiamen. Access is monitored and one doesn’t get through easily.
- On the opposite side of the square, facing the Mint, stands the **Bursar’s office** (Sublety/Ducal administration). It has its own debt collectors and justice court. Besides it houses a militia garrison.
- Not far from the Vanius Square is the **Cardshop** (Opportunism/Cartomancers). This playing cards fabric is nonetheless the passage point of many Cartomancers, of which some are tarot-mages. One can buy there the tarot of Cadwallon and spy on secret conversations. The rumor states that the managers of the guild of Cartomancers usually hide among the regular customers of the shop.

THE EMBASSIES

Dominant Attitude: Opportunism

FAITH: ◉+3 ○+1 ●+2

Located between Vanius Square and North Gate Square, the district of the Embassies is the nerve centre of Cadwë diplomacy. The militia is particularly vigilant here and supported by the regular troops of the Embassies and the guild of Goldsmith. Very animated during the season of whispers, the district is pretty impressive with its high walls which protect each house. Very few passers-by circulate here in day light, save for those travelling in lavish carriages. Emissaries from all the nations of Aarklash meet here to seal or sort out alliances and prepare the Rag’Narok. At night, the sound of many parties can be heard. Most of the houses have their own impressive security systems, often magical ones.

- The walls of the **embassy of New Shamir** (Sublety/Empire of Syharhalna) hide a lush garden which gives the illusion of an oasis in the middle of the desert. The embassy itself looks like a Syhar palace: a great white circular building with columns and topped with an ochre dome. Many rumors circulate about the combat clones who protect the embassy and only men with a deathwish would attempt larceny on that building.

- The **embassy of No-Dan-Kar** (Opportunism / Empire of No-Dan-Kar) grows bigger each year. It has reached a astonishing size today and its walls surround a real goblin village. The ill-assorted palace is composed of lodges, extensions and awkward storeys. At any time of day or night, countless goblins come and go, taking care of their business, selling and buying all sorts of goods or exchanging services. Usually, **Lady Chlorine** is a regular visitor to this place, relentlessly trying to get to the Ambassador. But for several weeks, her visits have become less frequent.
- The **Synedrion** (Opportunisme/Goldsmith) designates the council which manages the guild of Goldsmith (which advises Darehvan) but is also the name of the guild's seat. The Synedrion is totally open to the outside: it shows a great roundhouse from which two wings spread forming an arc. The latter encloses the Five golds Square, the centre of which is occupied by a pillar decorated with five statues of eagles. Each statue was made with one of the particular types of gold (yellow, white, red, blue, black).

Many chapels to the different gods of commerce and fortune have been built around the Synedrion. Even the cult of Merin is represented. Yet, the Syhar Ambassador has requested to close the access to this chapel isolated among these pagan cults.

Plotting, trade and commerce take place here. The Synedrion plays an essential role in the policy of the Goldsmith on a large scale. The emissaries from all over Aarklash are present here at all times. At night the guilds' troops are doubled. It is not unusual for a merchant to pay for **Aralk's** protection.

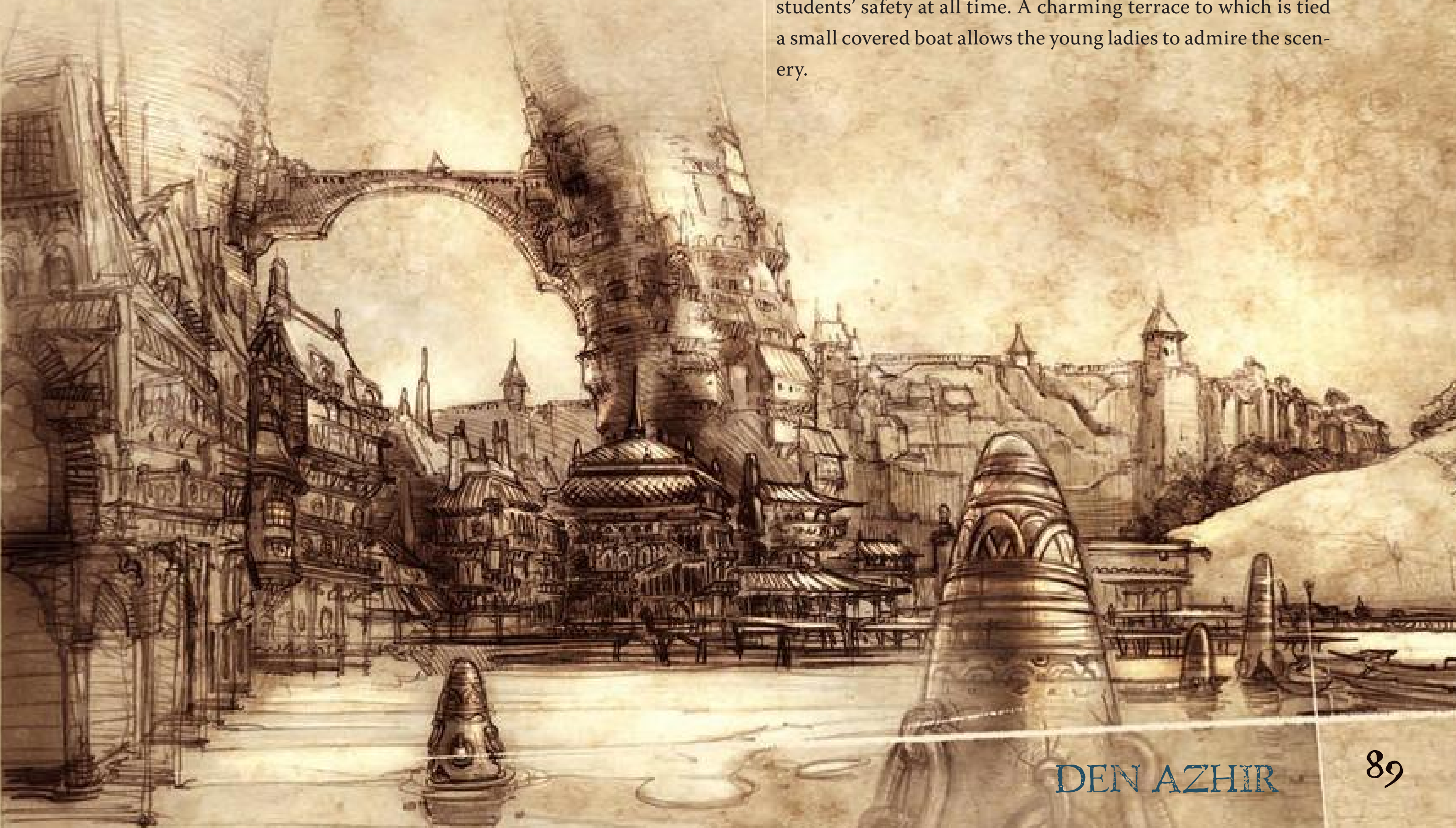
THE MARINA

Dominant Attitude: Style

FAITH: ● +4 ○ +1 ● +1

Entirely created by the rich citizens of the city who possess a summer residence, the marina takes advantage from the jungle flanking the eastern side of Cadwallon. Among the foliage and the buildings, only traces are left of the former surrounding wall, which was knocked down to allow the construction. The stone constituting the quays was thus provided. The houses on piles are made from the best kind of wood found in the jungle. By day, the rich Cadwës bask in the gardens of their houses or sail on the lake aboard boats rented or bought from the guild of Ferrymen. At night, the lake waters evoke a sheet of black ink and a surreal silence takes over the marina.

- In the centre of the district stands a mill, one of the few which survived the flood of 900; the recent construction of the marina gave it back its splendor and it was turned into a **magic gems market** (Style/Cartomancers). A small boat is necessary to get to the building since it is surrounded by water and is strictly guarded. The place has become the meeting grounds for magicians whose presence is enjoyed by most of the people living in the district. **Eriel** often comes to the mill to purchase gems.
- Lodged in a discreet, yet luxurious house, the **Secret garden** (Style/Secret garden) provides a quality environment to its students. The famous school for young ladies hires the services of ten members of the guild of blades to take care of the young students' safety at all time. A charming terrace to which is tied a small covered boat allows the young ladies to admire the scenery.



HEATONS

Dominant Attitude: Style

FAITH: ●+2 ●+2 ●+1

Heatons is the only isle on the lake of Cadwallon. When the season of blades comes, the Duke and his court move and a series of festivities and balls are organized in the gardens on the island. Today, this moment is eagerly awaited because gardeners and tailors show there new creations on this occasion during great fashion shows. Nights are therefore very animated and days very quiet.

- An imposing building shooting its twin towers towards the sky, the **summer palace** (Style/Den Azir Clan) constitutes one of the most beautiful architectural stunts of modern Cadwallon. During the season of blades, the palace displays many banners, some longer than boat sails. Thousands of windows let the light and breeze in. On the bank, the palace slides towards the lake with a succession of lodges and barbacans. On the garden side, a large square allows to stage sumptuous outdoor night balls.
- Close to the palace, grows a **labyrinth** (Style/Den Azhir Clan) of plants, statues and fountains. This garden is used for the city's important people amusement during the summer balls. It is also a quiet place for lovers' games and plotting. In the shadowy alleys, it is not uncommon to spot Lehris Izhar well known for his fondness for seduction.

THE NORTH GATE

Dominant Attitude: Discipline

FAITH: ●+1 ●+4 ●+1

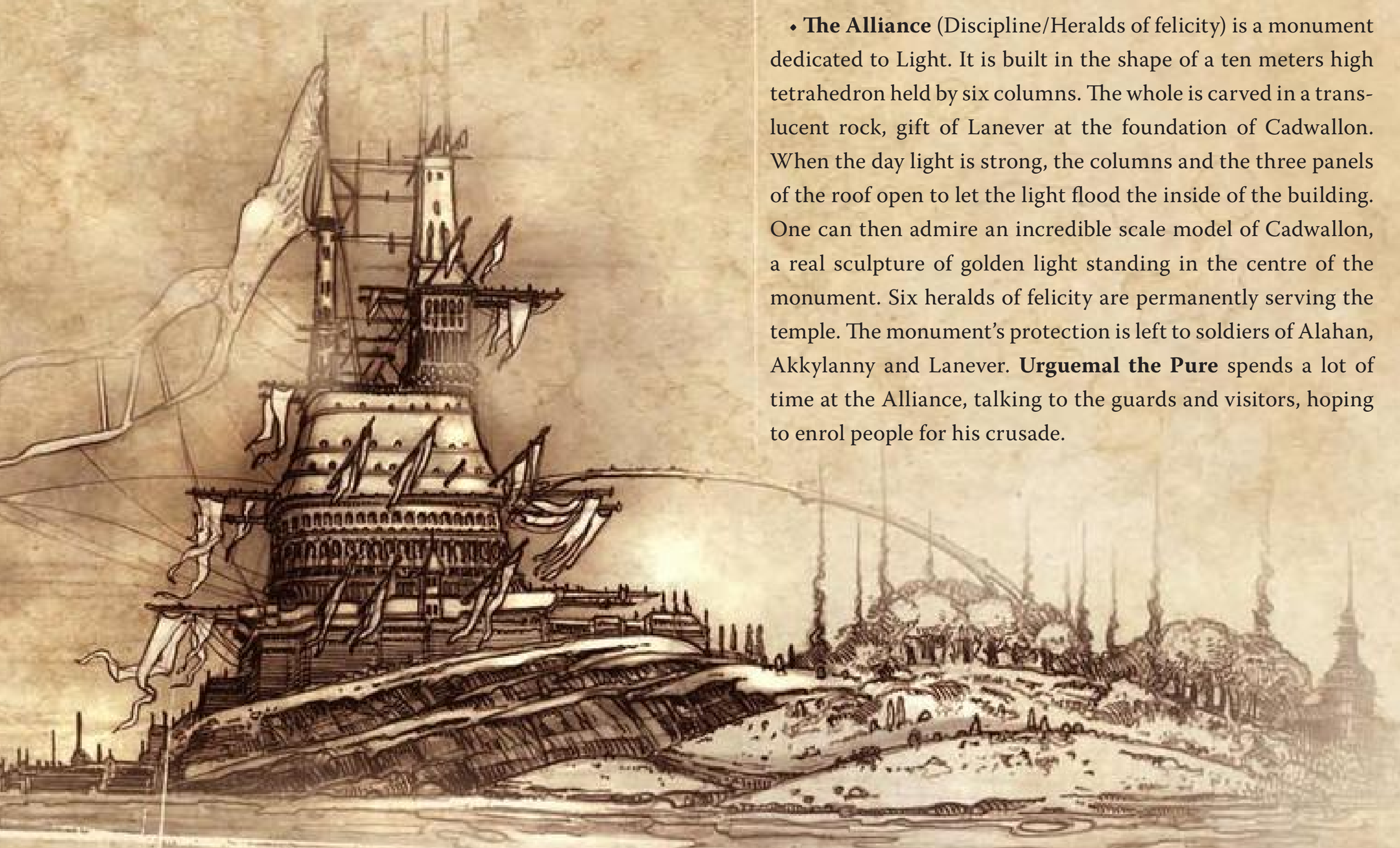
The North Gate district is the least shiny of the whole enclave. Many free leaguers can be found there taking care of there own business, generally near the prison. Many judiciary institutions can be found there too. North Gate is the main road into the upper city. Great roads have been built in the fiefdom of Soma and access to Den Azhir is being made easier. The gate is also used as a security limit for visitors. Once inside, the militia can guaranty their security. A careful screening of the people coming in takes place at the gate and the poor are sent back unless they have an excellent reason for entering the enclave. The poorest leagues usually have problems with the militia of this district.

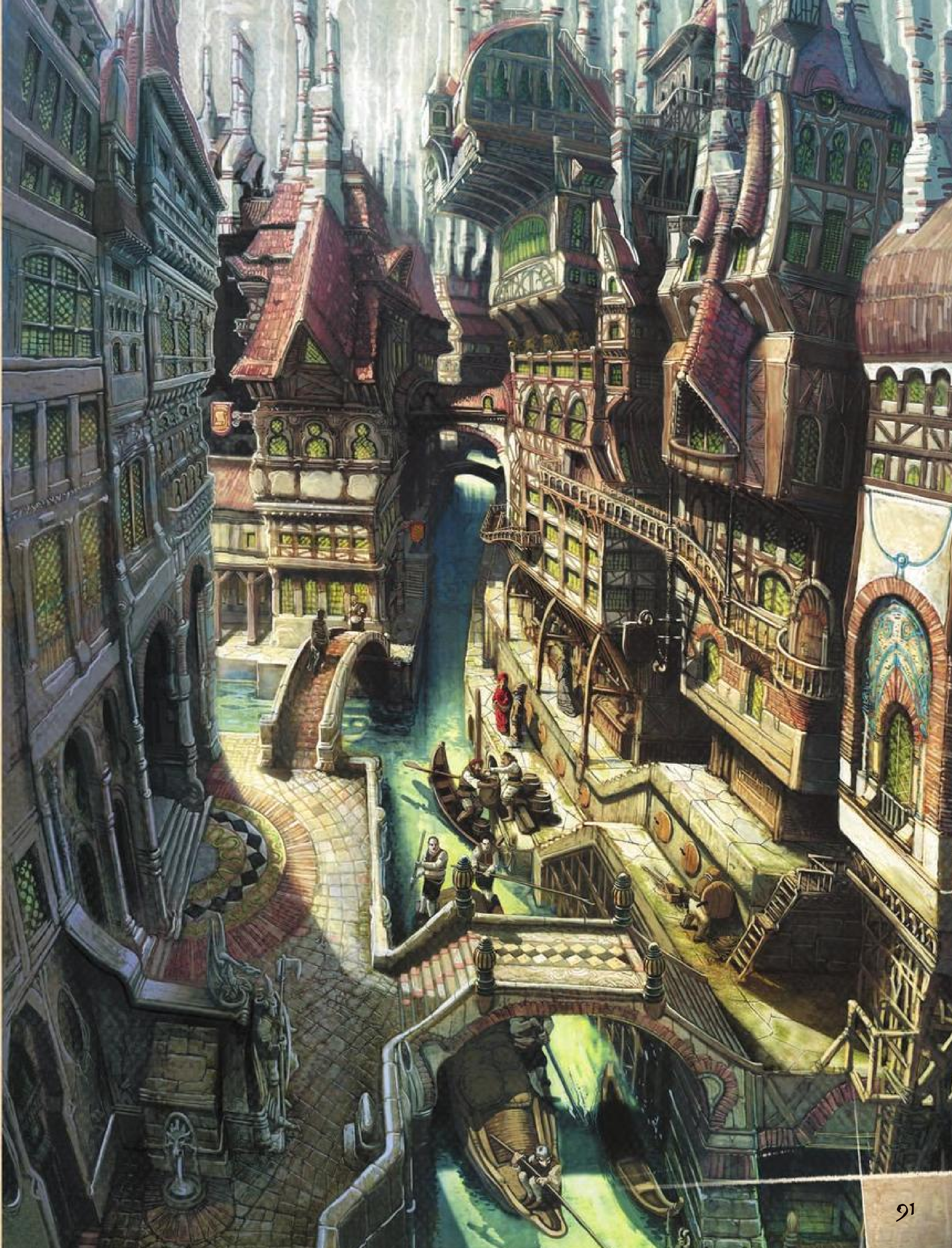
- The **Ten thousand paces** prison (Discipline/Militia) is a stopping-off place well known by the free leaguers. They wait there to pay for their infractions in gold. The building is built with stones from the walls which crumbled after the flood of 900.

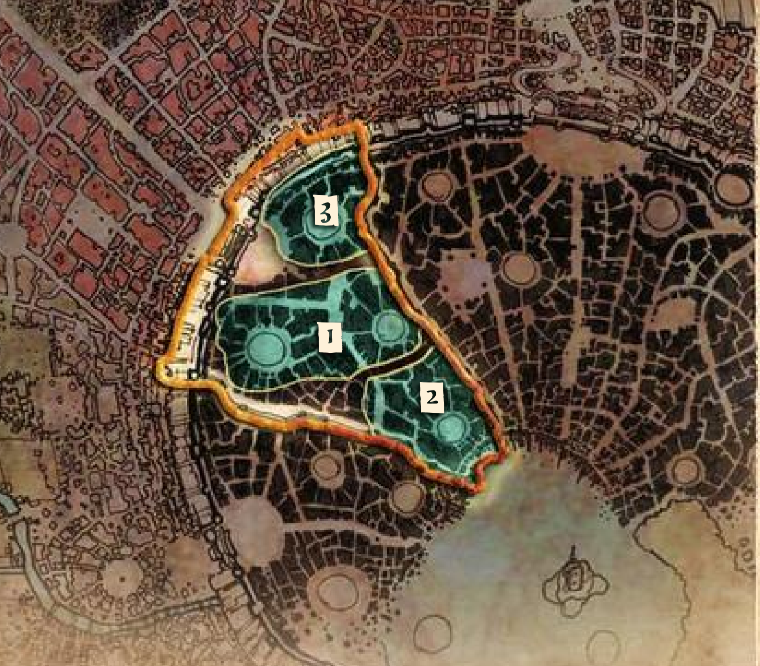
The prison is two storeys high and has three underground levels. It is surrounded by a wall three meters thick. The basement levels are used to keep common prisoners.

The ground floor houses the prison personnel and also a garrison of militiamen who watch over the district. The unfortunate free leaguers and nobles without money are kept on the first floor. The latter benefit from a treatment equivalent to a wealthy living in the city. Those who have more money (but not enough to leave the prison) are kept on the second floor in private suites.

- **The Alliance** (Discipline/Heralds of felicity) is a monument dedicated to Light. It is built in the shape of a ten meters high tetrahedron held by six columns. The whole is carved in a translucent rock, gift of Lanever at the foundation of Cadwallon. When the day light is strong, the columns and the three panels of the roof open to let the light flood the inside of the building. One can then admire an incredible scale model of Cadwallon, a real sculpture of golden light standing in the centre of the monument. Six heralds of felicity are permanently serving the temple. The monument's protection is left to soldiers of Alahan, Akkylanny and Lanever. **Urguemal the Pure** spends a lot of time at the Alliance, talking to the guards and visitors, hoping to enrol people for his crusade.







1 The Pillars
2 The Free district
3 Crimson dress

DRAKAËR

Hold the line!

Peer: Albanne Drakaër

Population:

- Elf: Uncommon
- Goblin: Rare
- Human: Common
- Dwarf: Uncommon
- Ogre: Uncommon
- Orque: Rare
- Wolfen: Rare

Dominant Attitude: Discipline

FAITH: ◉+1 ◉+2

On the Streets

During the day, Lahn's light teases the shadows of the pillars and lightens up the sumptuous fronts of the great buildings of the fiefdom. The valets and the servants of the aristocracy hurry around in a compact crowd in the Pillars district, while the university students bask on Free Square. In the sky the dwarfs' flying machines come and go in an unbelievable ballet.

At night, the shadows of the pillars become disquieting and only Crimson Dress district remains alive. The large clean cobbled streets of Drakaër are only walked by militiamen and free leaguers. If one looks up to the sky, only the Tower and the dark figures passing in front of the bright windows are all there is left to see.

History

Originally called the Pillars, referring to the feet of the Tower, Drakaër was part of the first fiefdoms entrusted by Vanius to his faithful lieutenants. Johann of Alahan was put in charge of the fief and pretty soon found himself working on developing the Cynwäll buildings of the area. Quickly, the richest Cadwës settled in this domain. Johann managed it as a good Bahran should, righteously and virtuously. From the presence of the Dyrsin tower, he learned about the Cynwäll; he was even allowed among them and was given the honor of riding a dragon.

As the city was gaining its independence, the family's attachment to its original nation generated resentment among the other Cadwës and even among some of the families' closest allies. Johann changed his surname to Drakaër. Unfortunately, the reference to the dragons and the attachment to Barhan moral values showed by Johann prevented the rancor from being forgotten, and it remains very vivid today.

The Drakaër family

The Drakaër family has made of its fief an example of what the Free city should be. Thus creating a gap with the reality of the city: if Cadwallon is a jewel, it is also the city of thieves not the city of honor. The Drakaër family is split by its cultural origins. Between the partisans of the Bahrans, the Cynwäll, Light and the Free City, the families unity is crumbling. Yet it does exist because, be it out of pride or duty, the Drakaër unite behind the Peer when ever the fief is threatened.

Nowadays, the family is led by Lady Albanne Drakaër, a young leader. Her charisma is only outshined by the politic skills of her uncle, Silnus Drakaër. In between, Albanne's younger brother, **Eric Drakaër**, is torn like the rest of the family. He admires his uncle and, despite his young age and inexperience, protects his sister who he adores.

Powers

The fief has at its disposal a unyielding armed force, notably a dreadful cavalry. This choice may seem absurd to battle in a city with such an extravagant architecture but the Barhan heritage is very vivid.

Besides, all the Drakaër Peers honor the ancestral alliance between the family and the Cynwäll. By allowing these elves to be heard and to settle freely in the fiefdom, the Drakaër have built a solid alliance. Thus, when the flood of 900 threatened the Pillars, the Lanever engineers gave a hand to the guild of Architects.

Finally, the family has a great interest in the leagues, and they feel the same about the Drakaër, at least they share the same conception of heroism inherited from Johann.

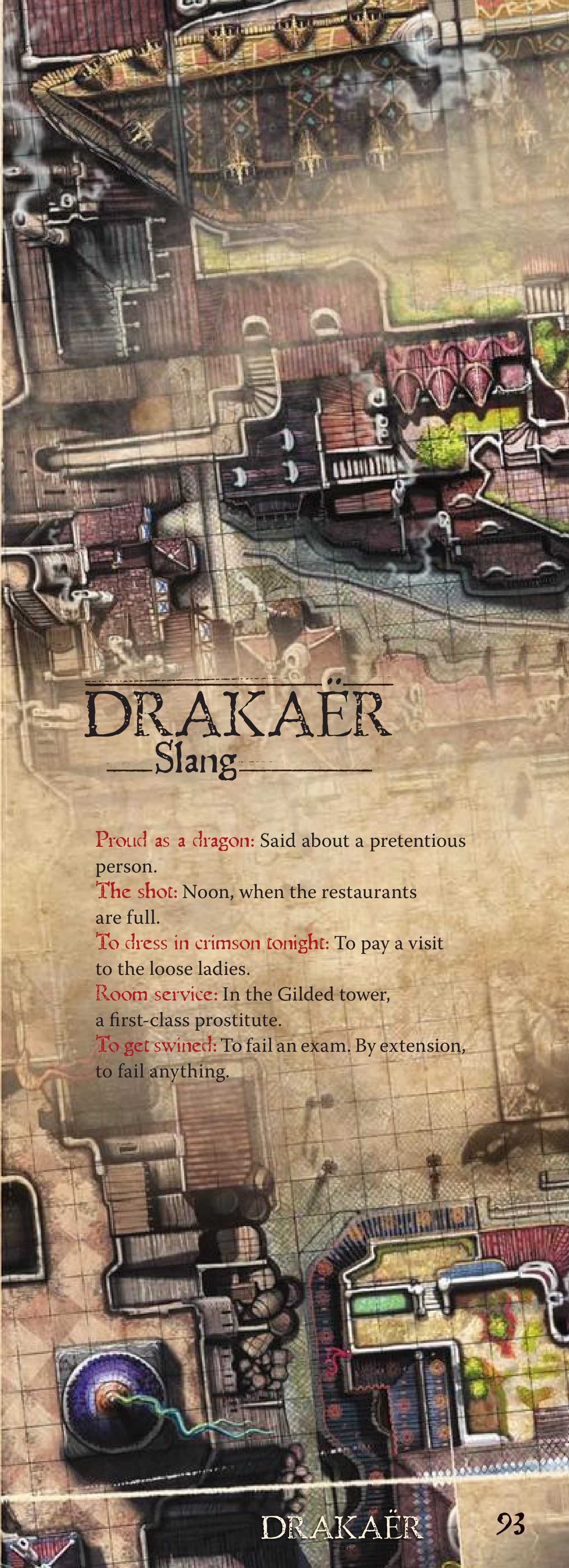
Plots

The Drakaër family wants to be thought of as virtuous, honest and brave. Yet, one must admit that in the City of Thieves many problems cannot be solved with good intentions alone. The family joins in to the plotting but are not very skilful. They do not fear to have what they think brought before the public eye and usually manage to draw the population's support. Thus they have opposed the guilds several times by relying on irrefutable elements. The guilds concerned were the first surprised that the Drakaër had in their hands such documents.

Besides, rumors circulate concerning the family's secret manoeuvres. The presence of many free leaguers in Drakaër stimulates the curiosity and paranoia of the guilds. The Bards of Destiny of the fief are among the most active, and some say to have seen the bard Argos Brisandre walk out of Fort Drakaër at a very unusual hour, visibly trying to avoid drawing attention.

Albanne Drakaër has clearly expressed her support towards the Duke and the free status of the city, against her uncle's advice. Yet Albanne remains very close to the Cynwäll for what they did for her ancestor. Besides she has decided to support the most honorable leagues, which angers some guilds.

The Drakaërs have weaved a strong bound with the Khaurik Peers. In the same way, the family has always supported the Automaton's traditions. They also keep a friendly relation with the Orrkrks. On the other hand Albanne cordially hates the Var-Nokkt for their unconditional support to the guilds. An old vendetta opposes the Drakaër to the Gherion; Silnus Drakaër and Adalban Ghiéron are the main actors.



DRAKAËR

Slang

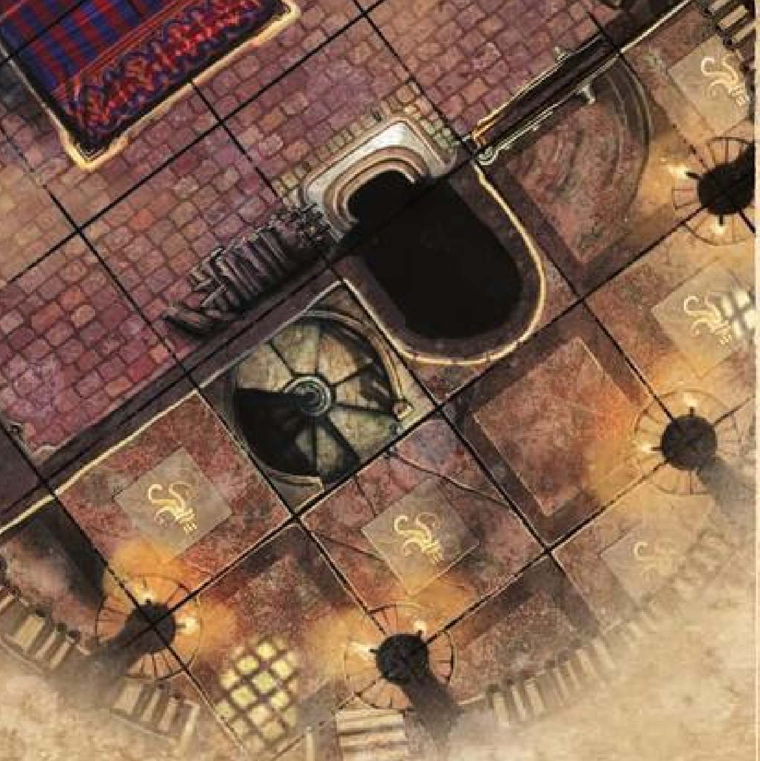
Proud as a dragon: Said about a pretentious person.

The shot: Noon, when the restaurants are full.

To dress in crimson tonight: To pay a visit to the loose ladies.

Room service: In the Gilded tower, a first-class prostitute.

To get swined: To fail an exam. By extension, to fail anything.



THE PILLARS

Dominant Attitude: Discipline

FAITH: ◯+2

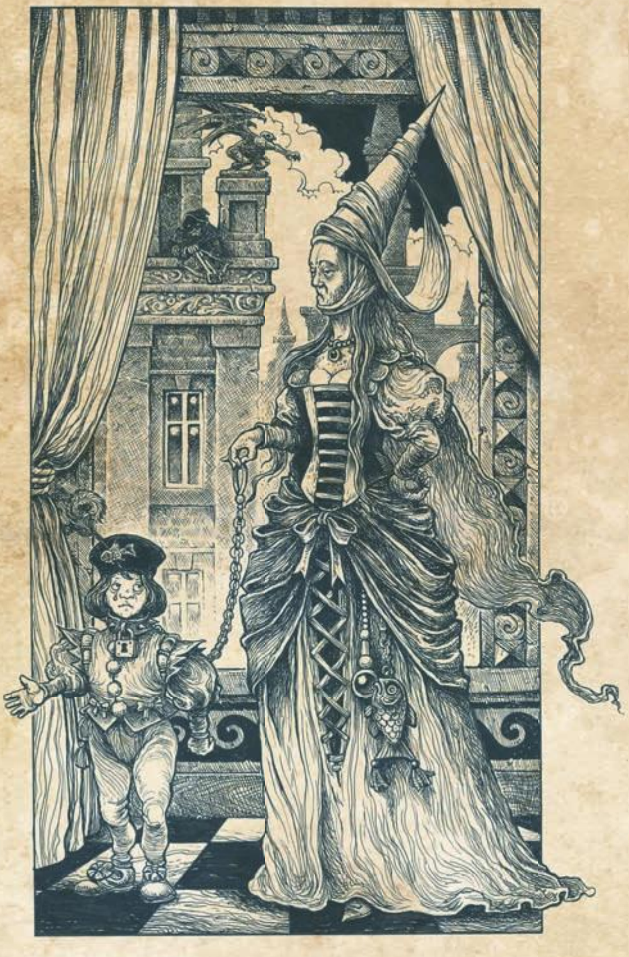
The Pillars district is the domain of the aristocrats and men of honor. During the day the avenues are packed with armies of servants sent out to fulfill their master's wishes, wandering courtesans and patrolling militiamen. By wandering amid the stalls, one can admire the spectacle of Cadwë nobility.

At night those shops are all closed and the district is deserted. A few secretive free leaguers and unlucky militia men are the only ones still walking the streets. The only sound disturbing the silence is the backwash from the lake.

- The gigantic **Tower** (Sutblety/Lanever) which overlooks the upper city is Dyrsin's residence, the unofficial Cynwäll Ambassador to Cadwallon. The only entrance is a dragon landing area, set in one of the pillars shadowing the district. This and the fact that the Drakaër are very attached to Cynwäll culture has led to a deep association between the fief and the tower.

Between the original Cynwäll style and the renovation works carried out by the one called the "Ambassador", the architecture reminds that of Laroq. Everyone has an opinion about the take off area for dragons, a wonder for some, and a challenge for others. The Ambassador lives alone in his tower probably helped by an armada of constructs.

- **Fort Drakaër** (Discipline/Drakaër) is one of the oldest towers of the city. It doesn't look like a fort and certainly doesn't have any defense works. The very martial Drakaër are determined to maintain this name. Here lives the entire family; even the young **Eric Drakaër**. Some of the unused upper floors have been let to the sky station.
- **The sky station** (Subtlety/Ferrymen) is a great platform recently built on the side of Fort Drakaër by dwarf and Cynwäll engineers from the guild of Ferrymen. It's from there that the hired balloons of the district leave. A flying extension was even built with the outrageous benefits of the station.
- Slightly off center from the rest of the district, the sinister **garrison** (Discipline/Drakaër) houses the militiamen and the prison which the Drakaër are in charge of. The fact that these barracks have stables is quite rare; all the students from the light cavalery academy of Lanever must serve at least two months every year in the Drakaër militia.
- The guild of Architects has its headquarters in **the Perfect tower** (Style/Architects), one of the first to be renovated by Johann Drakaër and offered as payment to the young guild. Bearing the mark of the guild and heavily guarded, the Perfect tower hides the secrets of the Architects. Thanks to them, the masters of the guild have enlightened the fief despite the pillars casting their great shadows.
- **The Gilded tower** (Style/Goldsmith) is a vertical mall with luxury shops, taverns and tea shops. It is topped by a magnificent hotel managed by a goblin named **Guelard of Orignac**. Lounging about the shops is the courtesans' favorite pastime, especially for **Elleole d'Ysme**. Many free leaguers meet also in the gilded tower to spend their hardly earned ducats.



THE FREE DISTRICT

Dominant Attitude: Subtlety

FAITH: ◉+2 ○+1

During the day, the free district lives according to the lectures and the students' pranks. This idle atmosphere gives the impression that no one actually works in this district. The passers-by spend the day seated at the tea shops with the artists and idler.

On the other hand nights are pretty animated in contrast. Drunk or only jolly, the students sing and roar on Free Square, while the militia has a hard time keeping the calm for the people living there. To find some calm, the field of honor is the place to go to have a quiet night time meeting.

- The **Free University** (Subtlety/Drakaër) is organized following the Cynwäll model. It welcomes teachers from all over Aarklash, including (since Albanne's rule) representatives of the meanders of Darkness – notably the disturbing **Palythiss**. **Captain Franz**'s league protects these "special" teachers on behalf of the Drakaërs. The lecture theaters of the university are large and bright. Great windows face one of the rare parks of Cadwallon.
- The **field of honor** (Style/Neutral), gentlemen and free leaguers have chosen this place to settle their quarrels. Their obstinate habit of dueling at noon gave birth to the saying "the Shot". At that time of day, one can often come across **Gosse Hitchblade**, a famous Barhan duelist. One has to wait until calm returns to meet **Mâhoz**, since the noisy surroundings don't quite suit his meditations.
- Opposite the park stands the imposing fortified building of the **light cavalry academy of Lanever** (Discipline/Drakaër). The prestigious military academy of the Drakaër family has been there ever since the creation of the fiefdom and they attempt to teach urban horse riding.
- The adepts of Noësis meet at the **Equanime brotherhood** (Discipline/Cynwäll). The latter is situated in an average size tower made from stone and metal. It houses not only exiles, but also Cadwës from all horizons or almost.
- Despite all of Lady Albanne Drakaër's efforts, the fief remains the fief of predilection for Barhan exiles, as the presence of the **temple of Arin** (Discipline/Barhans), built when the fief was created, proves it. In spite of the fact that it is specifically dedicated to the Lion's god, it shelters alters for the whole Barhan pantheon.
- The **great scriptorium** (Subtlety/Scribes) is the headquarters of the guild of Scribes. They occupy a suspended bridge with walls entirely covered in shelves. To have access to it, there is a long stairway which winds up the side of a pillar. Besides from organizing meetings and administrating the guild, the scribes take care of organizing conferences with the scholars from all over the city and guided visits for young students who might want to become Scribes.
- **The birdhouse** (Style/Bird-catchers) is a great old building completely transparent, built exclusively of glass and metal. The inside is a wonder for the eye and the ear: the passes-by can discover exotic birds brought back from the four corners of Aarklash. The Bird-catchers organize their assemblies there. The purchase of this former wing of the free university still angers some professors who see there an interference of the guilds in the last independent strongholds of Cadwallon.

CRIMSON DRESS

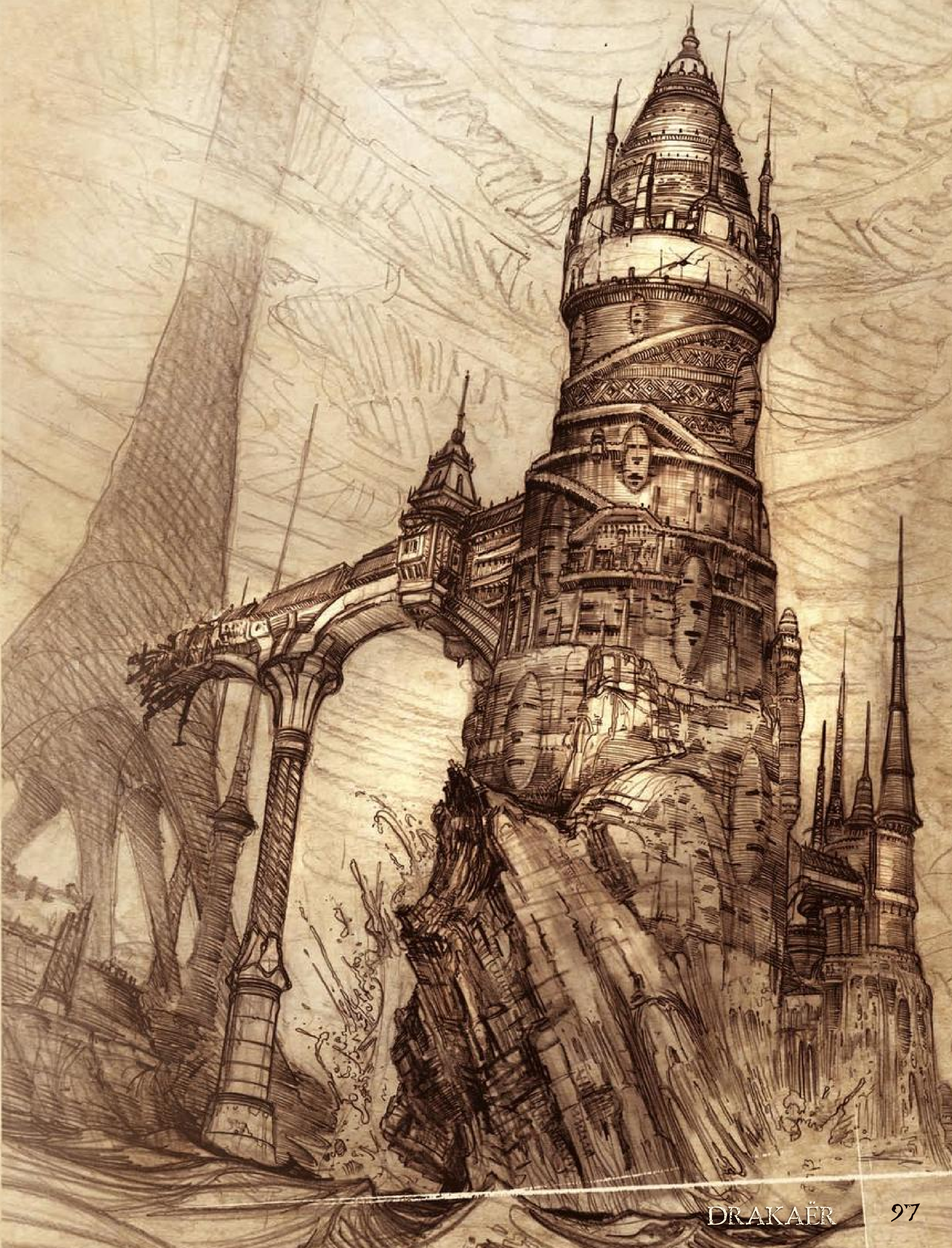
Dominant Attitude: Style

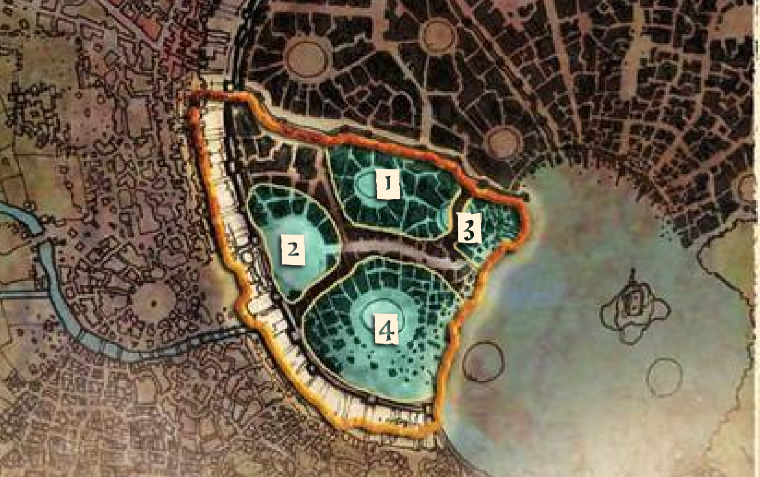
FAITH: ◉+1 ●+2

The Crimson dress district is not only an insult to the Drakaër's righteousness, but adding to this, it lives off beat from the rest of the fiefdom. During the day absolute lethargy rules here. Only drunkards, who were unable to get home before dawn, walk these streets. The houses seem abandoned and the militiamen are absent.

When Drakaër falls asleep, The Crimson dress awakens. The personalities of the fief, the students and some free leaguers come here to go wild in the inns and brothels. The district is not dangerous though. Many customers take their body guards when they visit the district, which puts off possible aggressors.

- **Under the dress** (Style/Thieves) is a luxurious brothel which houses young women from all origins, with a good education and good looks. Besides, the discretion of the house is insured by a code of honor worth of the Drakaërs. The house is run by **Larenia** and its protection is taken care of by the guild of Thieves. Hardly commendable people, such as Celenia of Teren, come here to negotiate with the nobility.
- The **Dragon's pool** (Style/Neutral) is one of the rare public bath houses of Cadwallon. By day it is run normally. At night beautiful girls and handsome young men come to massage the customers in a sensual yet invigorating fashion. It's the only place where **Erchar** the Drune feels at ease; he can be found there almost every evening.
- **The Swine** (Pugnacity/Neutral) is an inn, which looks like a shanty house, and serves awful wine. Over time, it still managed to become the young military school students' den. They get drunk there for a few pennies and grasp the butt of vulgar looking prostitutes.
- **The Mortarboard** (Pugnacity/Neutral) owes its name to the cap worn by some students from the free university. This inn is the equivalent of the swine for the cavalry students. Both inns are actually so close that fights often occur regularly between both communities. If the students rarely win, they still manage to give the soldiers a right beating.





1 The tailors District
2 Ka-Ân-Vor
3 The Shades
4 The Bridges

VAR-NOKKT

Fortune smiles to you, Var-Nokkt!

Peer: Torguir IV Var-Nokkt
Population:

- Elf: Common
- Goblin: Rare
- Human: Uncommon
- Dwarf: Common
- Ogre: Rare
- Orc: Rare
- Wolfen: Rare

Dominant Attitude: Sleight
FAITH: ● +3 ● +1 ● +1

On the Streets

The architecture and the urban planning of Var-Nokkt are a straight legacy from the Ægis. The streets are wide and rarely winding; though imposing, the buildings look squat. The works of the Var-Nokkt have prospered and the fief knows an important economical activity. Less educated than the Drakaër, less precious than the enclave, the fief supports talent and money making. The many shop signs are used by visitors to keep track of where they are in the fief. Yet when night comes, most of the inhabitants lock themselves up fearing to be burgled. The fief has then a sinister feel and night birds are far from welcome.

History

The Var-Nokkt are one of the older families of the city; its founder, Rækar Nokkt, was one of Vanius' lieutenants. The history of this family is like the spring which becomes a great river. Since its foundation, the Var-nokkt family has always been prosperous, sometimes by shamelessly exploiting the dwarf refugees coming from the highlands of Tir-Nâ-Bor. They don't experience any remorse since they consider these expatriates as frustrated barbarians born under the Ægis and destined to live under the upper city.

The Var-Nokkt family

The Var-Nokkts have always had an exclusive passion for wealth. For generations they have ruled the fief with love and greed; and the family is run like a guild.

Descendant of Duke Koliandre, Torguir IV Var-Nokkt is the Peer of the fiefdom. He manages the activities of his relatives, which amount to around twenty dwarves, male and female. Surrounding him are his wife Hildra, his son Torguir V, his daughters Lyfha and Ryankha and his brother Arkan who mysteriously disappeared after a scandal linking his name to a network of corruption.

Powers

The family is run by Torguir IV. At his level, the family isn't any different from a guild; the Peer is surrounded by his closest advisers and manages the family's business; they constitute the Council of Elders.

Hildra, his wife, supervises the judiciary activities of the fief. His brother is in charge of the Var-Nokkts treasure. His daughter Lyfha takes care of the relations with the embassies, while her sister Ryankha is the wife of the first son of the *Senex* (dwarf king of the Ægis) and insures the good relations of the family with Tir-Nâ-Bor. Finally his heir, Torguir V is in charge of internal affairs (especially relations with the free duchy, the guilds and the leagues).

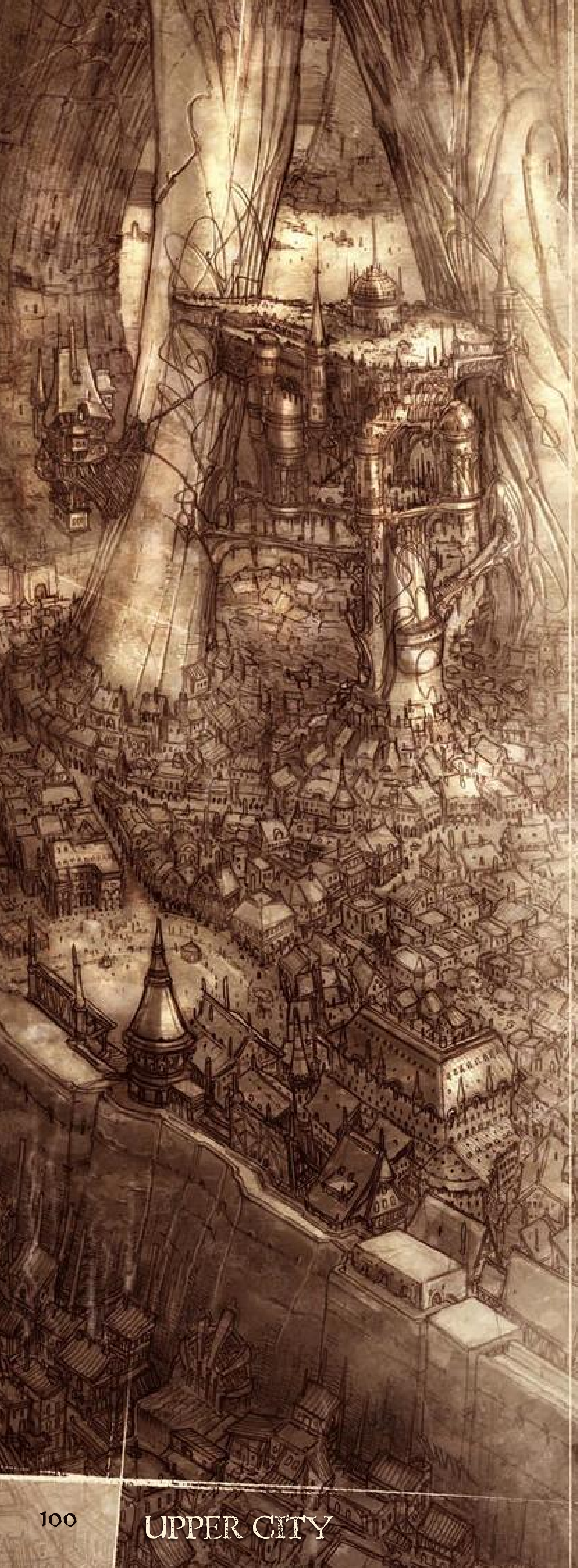
The other members of the family participate in the "enterprise effort" and have responsibilities, under the authority of the Elders. Thus for instance, Krondnir, Arkan's son, leads the family's troops under the authority of Torguir V.

Plots

The Var-Nokkt family possesses interweaving relations within the guilds (notably the Goldsmiths) and through a skillful system of retribution, permanently supports their councils. The good relationship of the family with Tir-Nâ-Bor is also put to contribution and Ryankha often intervenes to favour a transaction between the Ægis and the Architects or Alchemists.

Yet among the city, the Var-Nokkts standpoint irritates. The Drakaërs are very openly critical about them and only the intervention of the Orrkrks, friends with both sides, prevented an incident.

> "Of course I must concede the fact that the Var-Nokkts have brought prosperity to the fief. Although I believe that they seek first of all their own wealth and have woven around us a dangerously intrusive web. How many steps can we take without meeting one of them? How many times have we had to pay a "local" tax to be allowed to settle a deal or a treaty? The Var-Nokkts are everywhere now. They were able to lure us, Usurers and Architects, and maintain us under their thumb. We must react and protect our activities. In fact I've been questioning myself: what kind of secret do the Usurers protect concerning the abusive policy of the Var-Nokkts?"
>
> *– Master Ôdril Haarken, local Goldsmith chapter*



THE DRESSMAKERS DISTRICT

Dominant Attitude: Style

FAITH: ●+1

This district occupies several floors of several towers, linked by bridges and terraces. The famous Cadwë dressmakers have given their name to the districts. They exclusively supply the aristocracy with the most refined, exotic and original clothing. At the top of this complex stands the guilds seat, the Belvedere.

By day, bridges and stairways are relentlessly walked by the guild's gardeners, customers coming to purchase the latest fashionable garments or some fragrant perfumes. The entrance of the gardens is guarded by the Blades who are in charge of protecting the Dressmakers' treasures.

The influence of the Daïkinee and the Syhar give a nefarious cachet to the district when night comes. If they guarantee the originality of the Dressmakers (the Daïkinee insects and the Syhar mutagenic science), they also draw a population who believes to be "living dangerously" by passing by these workshops. As a consequence many night-time businesses have sprouted on the terraces with an unrivalled view over the fief and the lake.

- Located above the Dressmakers district lays the **Green terrace** (Style/Dressmakers) where the people of the upper city come to bask. In fact this esplanade shelters the garden used to compose the vegetal garments reserved to the aristocracy. Plants and flowers imported from the Emerald forest compose this unusual scenery, thanks to the expertise of orc gardeners. The most famous of them is without doubt **Arkabast the gardener**.

The Terrace remains open at night, but only to those rich enough to pay the outrageous fee to the guild of Dressmakers.

- In the centre of the Green terrace stands a circular house topped with a crystal greenhouse. Called **the Belevedere** (Sleight/Dressmakers), it is the seat of the guild of Dressmakers. Besides from the administrative offices, it also displays a garden-museum, as well as a garden of fragrances where the rarest flowers used for perfumes grow. Exclusively open to the guild masters, this garden is situated under the glass panes of the building.
- The **Glistenning** (Style/Favorites) is one of the most popular "delight houses". Hidden in an audacious nestling – an inverted tower diving towards the ground from a terrace – this prestigious house draws the beautiful young people who come here to go wild, gamble and get drunk when night comes. And when day comes, the quietness of the district takes over naturally. The Glistenning is the seat as discreet as it is prestigious: the guild of Favorites.
- Clinging to one of the pillars of the Cynwäll tower, **Castel Var-Nokkt** (Discipline/Var-Nokkt) hangs above the void. It is only through the air that the heart of the Var-Nokkt power is accessible. The family owns three balloons decorated with the family crest and an airship.

The Castel is a where the great parties entertaining the rich Cadwë elite take place. One can meet there the head of the guilds. On some very rare occasions, the parties take place in the airship *Senex III*, which then flies over the lake. During these receptions, the Var-Nokkts often hire mercenaries from the guild of Blades to take care of the guests' security. **488-KE-253** is often hired to filter the access to the Senex III before take off.

KA-ÂN-VOR

Dominant Attitude: Opportunism

FAITH: ●+4 ○+2

The district is where the people coming through Rækar gate from Trophy arrive. Here can be found the Great Market; it constitutes the merchant heart of the upper city. Save for the main streets, which lead to other districts, all the other streets are protected by harrows, closed at night and guarded by both the militia and the guilds' own troops.

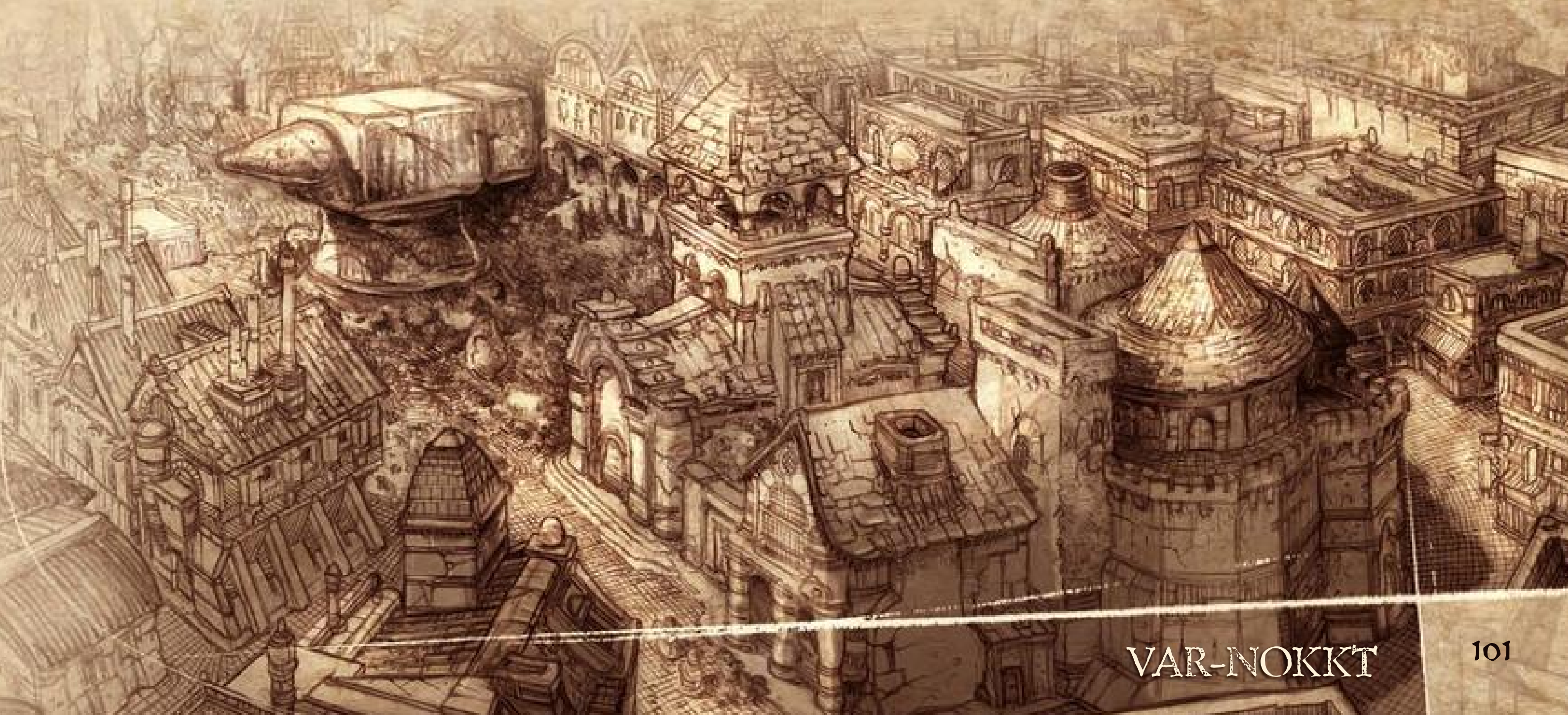
Not everyone gets in to the closed streets of Kar-Ân-Vor. Each one of these dead end streets are dedicated to a specific craft: Smithy, Jewelry, Alchimy, Goldsmith, Lapidary...

- The huge semi circular square of **Rækar gate** (Opportunism/ Var-Nokkt) is lined with the front of the richest houses of the fief and some of the most prosperous shops of the guilds favored by the Peer. Three main streets leave from this square rallying the rest of the fief: Forges road leads to the Shades, Elixirs road allows to get to Drakaër and Elders road leads to the former Tir-Nâ-Bor embassy.
- Among the most reputed establishments is the **Haarken House** (Opportunism/ Guild of goldsmith) of the guild of Goldsmith who have numerous commercial exclusivities with the cities of the Ægis.
- The **Great Market** (Opportunism/Var-Nokkt) is a colossal work of architecture built from stone and destined to house the fiefdom's administration, especially the Judiciary branch. A whole level is dedicated to the great festivities of the city (notably the carnival). But even on ordinary occasion, the dwarves of the fiefdom still come here to discuss the latest rumors, make deals or simply to have a drink together.

The top floors are used as cellars for food and beverages in case of a siege. Above the roof is an aerostat station for the Var-Nokkts' private use, to get home as quickly as possible.

The Great Market uses a hydraulic gangway to lift goods to the upper levels. It is fed by a boiler located in the basement and the steam released to avoid high pressure incidents gives an industrious feel to the district.

- The **temple of Uren** (Sleight/Architects) is built to resemble a huge anvil and is located on Forges road at the far end of the district. This place is where the dwarf scouts of the guild of Architects meet, under the omen of their tutelary god. The temple has its own workshop, where **Master Ôrn** works alone. This Thermo-scientist invents steam powered weapons, which are then sold to the guild of Blades.
- Flanking the wall enclosing the upper city, the **barracks** (Discipline/Militia) of the militia have a clear view over the roof of Var-Nokkt. The Lieutenant-general of the fief, Ghildomar sees his authority relentlessly challenged by his First lieutenant Thurin, the grand son of the peer.



THE SHADES

Dominant Attitude: Sleight

FAITH: ● +3 ● +2

The Shades spread under the dressmakers' district to the lake. It is a more modest district made of low houses and where the streets rarely get any sunlight.

Moreover this district is liable to flooding. The proximity of the lake soaks the ground; the streets are all cobbled to prevent them from becoming a quagmire. The least depression is quickly flooded. The basements must be regularly emptied in order not to be turned into stagnant ponds.

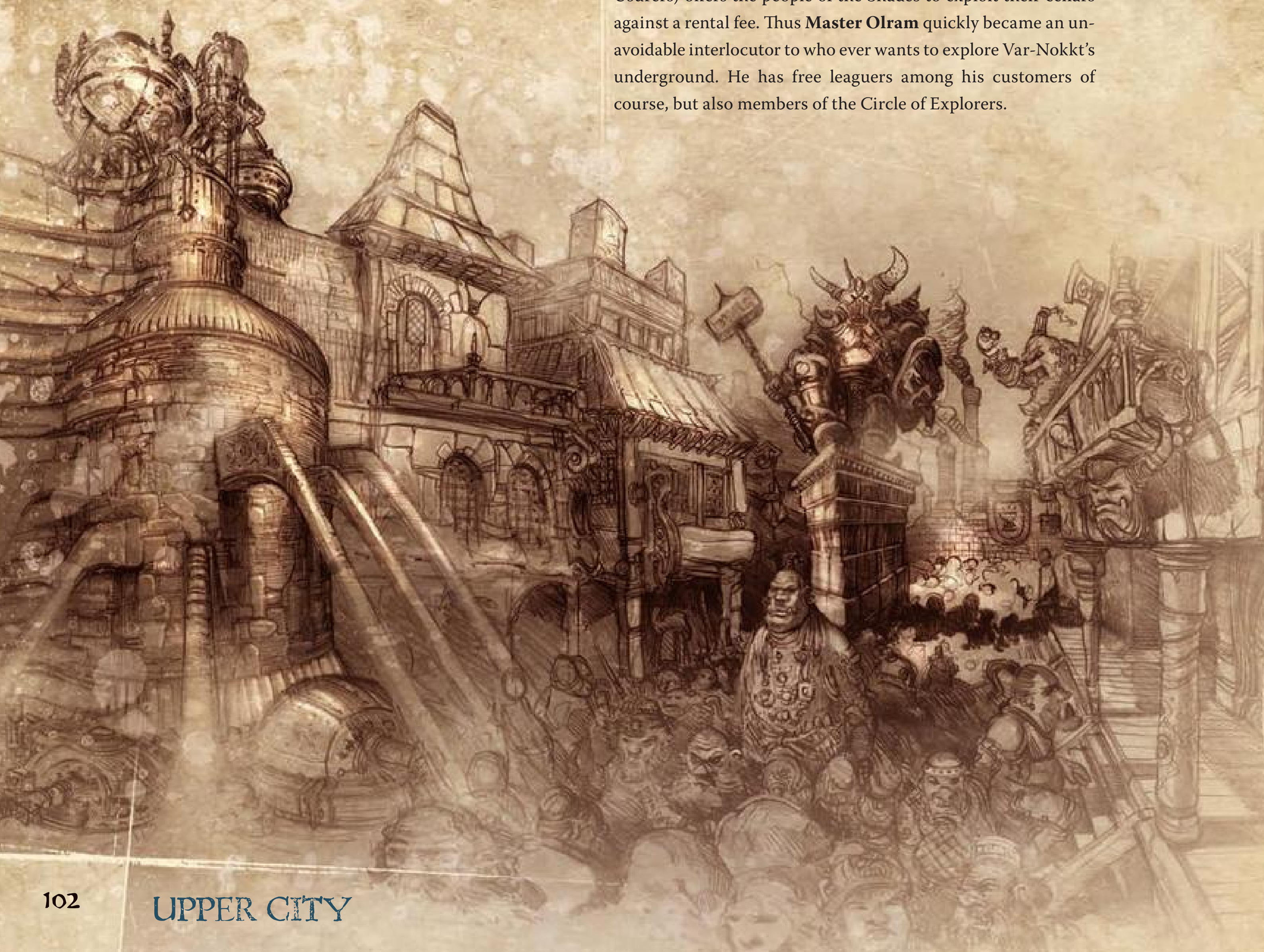
Since the great flood, the city's architects have developed a network of underground sewers and water pumps for the streets. This network is built around a central closed canal which goes out in the Trophy fiefdom to irrigate the fields.

The unsteady ground of the shades allows to dig easily and unveil entrances to underground ruins. Free leaguers can make a living here as long as they manage to negotiate an access to the cellars to dig.

- Finished ten years after the great flood and built by Shû-Az the goblin, master architect, the **grand canal of Shû-Az** (Sleight/Sewer workers) collects the flooding and lake waters to dry the fief's ground. It constitutes the main artery of network running all around Cadwallon.

Hidden underground, from the lake to the rampart and passing through the Shades district, the Grand Canal is the headquarters of the Sewer workers right under the Great Market. The members of the guild relentlessly explore this network and take care of its maintenance.

- Association of patrons and scholars who try to discover the ancient secrets of the city, the **Circle of Explorers** (Subtlety/Circle of Explorers) has set its headquarters in the district. Thus, it benefits from a privileged access to the cellars to launch its expeditions.
- **Light and gears** (Sleight/Architects) is a workshop run by an elf from Wyde, in Lanever : **Yeoneul the Heliaia**. If he jealously keeps his secrets, he is always ready to study and repair constructs coming from Cynwäll ruins.
- Founded by a Usurer, the **Cellar concession** (Opportunism/Usurers) offers the people of the Shades to exploit their cellars against a rental fee. Thus **Master Olram** quickly became an unavoidable interlocutor to who ever wants to explore Var-Nokkt's underground. He has free leaguers among his customers of course, but also members of the Circle of Explorers.



THE BRIDGES

Dominant Attitude: Sleight

FAITH: ●+3 ○+1

Some inhabitants have put the most daring architects in charge of building sumptuous and elaborate houses for them engulfing the large bridges running from one of the pillars of the Cynwäll tower. The richest even had great gardens suspended above the void. The most prosperous members of the guild have their houses there, with the generous consent of the Var-Nokkt. Their mansions host many business meetings by day and great receptions at night, but it is all skullduggery, improbable alliances and praise to the holy ducat.

The gardens are irrigated by a network of pipes bringing water up from the lake. This complex has been designed by dwarf engineers to irrigate the Green terrace, but the Var-Nokkts have hastily offered its use to the people living on the Bridges.

- The **old embassy** long ago the great diplomatic stronghold of Tir-Nâ-Bor, (Sleight/Var-Nokkt) is only still standing thanks to the expertise of the architects who built it. The Var-Nokkts have thought of turning it in to a meeting ground for Cadwë merchants. Through emissaries, the Senex of Tir-Nâ-Bor has offered to pay for the buildings maitenance until a new Ambassador is appointed. The Var-Nokkts take the money but use the building for other purposes.
- Located opposite the Embassy, the **temple of Caradoc** (Opportunism/Var-Nokkt) is acclaimed by the dwarf population of Var-Nokkt. In the fief, Caradoc is considered the patron of honest craftsmen and merchants. The temple is lavishly decorated, as a symbol of the many donations from the dwarf community of Cadwallon. Among the priests is Ardhun, son of Ryankha and sent by Tir-Nâ-Bor to learn more about the city.
- The Orrkrk family, who rule Rampart, has decided decades ago to build a **villa** (Pugnacity/Orrkrk) in the district. The house stands against one of the bridges and is actually the highest in the district. Without leaving their affairs, the Orrkrk have definitively established themselves in this property.

VAR-NOKKT

Slang

He touched the Anvil: To be favored by fortune, to be lucky.

To Glisten: To go wild, generally on the green terrace. Said of someone who has fallen in love with someone of a lower social status.

To Live against fortune: To antagonize with the Var-Nokkt family.

To wear cherry-doublet: Said about a dandy, the latest fashion.

Fragrant death: Poisoned.

As night time in Kar-Ân-Vor: Said of a well protected place, impregnable; by extension, designates someone incorruptible or who turns down suitors.

Proud as a Drak (meaning a Drakaër): said of someone narrow minded, who has no flair for business, but a stern sense of honor; designates by extension someone who'd rather keep his money safe than reinvest it .

Gentleman: a free leaguer, an obviously ironical term; by extension, designates a crook, a charlatan.

Skilful tailor: a craftsman with out any creative genius; by extension, a tasteless person, with no aesthetic sense.

The City Free

THE POLITICAL LIFE OF THE CITY

LAWS

Cadwallon's free status is an oddity on Aarklash. The deals agreed between the Dogs of War (one of the first free companies) and the neighboring nations have made the city a unique case of an autonomous society preserved from the deadly stakes of the Rag'narok. .

Today the Free City has a relatively complex judicial system, the reflection of a divided and rather incoherent political framework.

THE DUCAL AUTHORITY

For all Cadwës the duke is the central figure of authority, the one who lays down laws (called *decrees* in the city), and the peers and their family members are his direct vassals.

The duke's election

When a duke dies, an assembly composed of the ten peers of Cadwallon and the 60 free representatives of the free leagues gathers in the ducal palace and remains there until a new duke is elected. The privileges of the leagues (earned 20 years ago) have profoundly changed the election by giving the free leaguers the power to "appoint" the dukes, if they manage an agreement with each other, that is. The only condition being that only an aristocrat can be elected. Apart from this, it's often alliances and intrigues that determine who the new duke will be, well before the election even takes place. Therefore for two decades the dukes have tended to be particularly favorable to the free leaguers, even though some have sought a balance between the guilds and the leagues. The best case being the actual duke, Den Azhir, who has made his reputation as a free leaguer of the Ruby-Heart.

Decrees

The duke has the power to dictate the laws that rule Cadwallon. No matter his decisions, they must be enforced without any questions asked. However, being aware that in order to rule, one sometimes has to listen, the successive dukes have been known to surround themselves with the living forces of Cadwallon to advise them. Nowadays the city's three political factions (the houses of peers, the guilds and the free leagues) have therefore there word to say about the way the city is ruled.

The ten peers of Cadwallon are the duke's vassals. They are in charge of administrating the fiefdoms of the two cities (upper and lower) in his name, supplying the militia with the means to act, and collecting the ducal taxes. In return, it often happens that the peers ask for the duke's attention on some aspect of his policy. Peerage is more a status than a true function, a peer's influence really depends on the personal relationship with the duke.

All of the guilds' leaders meet once a year (or more under exceptional circumstances) to provide the duke with a report on the past year's financial outcome and to suggest various fiscal reforms. Outside of these gatherings, one can often come across very important guild members in the halls of the ducal palace. They regularly seek audience to file their grievances. Sometimes the duke summons them directly to get their precious advice. Of course, the more often a guild master is consulted, the more he has the right to seek the duke's attention. Rub my back and I'll rub yours...

All of the city's free leaguers – meaning between 300 and 500 people – gather twice a year in a huge assembly. The duke himself sets the agenda and announces various decree proposals to the leagues. The free assembly's powers have never been defined, so it is up to each duke to decide on his own in which field he wishes to get the free leaguers' approbation. A proposition that is acclaimed by the whole assembly usually becomes a decree respected in the whole city.

Traditionally the first free assembly is held during the carnival in the great hall of the leagues, which is outside of the city. The second one is held at the duke's choice, usually on the anniversary of his election, in the ducal palace. A duke can show his discontentment with the leagues by not sitting the second assembly.

CADWË JUSTICE

Cadwallon is a city obsessed with its citizen's wealth (at least of the most enterprising among them) and the city's prosperity, so one should not be surprised if the judicial system is used mainly to get monetary reparations for any wrongs caused. For justice is just another activity, profit is all that matters.

Ducal Justice

The duke has the right to take justice in his own hands whenever his power is challenged. The ducal High Court therefore takes care of all those who seek to undermine the city's independence or who cause harm to the duke's direct vassals – the peers and the free leaguers.

Aristocratic justice

For all other matters, the peers take care of justice in their fiefdoms. They punish criminals and settle legal disputes.

Frankly, this task does not interest all peers, who already have a tough time influencing the duke, balancing their fiefdom's budget, and building up their social networks. It therefore often happens that peers entrust their judicial work to members of their family or to trained professionals.

Aristocratic justice cannot try peers, which does not mean that they are unable to try a noble. In most cases the feeling of belonging to a caste is stronger than any other considerations, but sometimes a grudge might divide families – sometimes even a house! – annihilating this spirit of solidarity.

Magistrates

Being a magistrate in Cadwallon means being in the service of a noble, being a member of his domestic staff. There is no guild for this "trade." However, most magistrates are former reputed members of the guild of Councils, which congregates lawyers and notaries. For these individuals entering a peer's service is the climax of their career, the most ambitious among them hoping to sit in the Ducal High Court. Even though most magistrates don't directly deliver justice (which is rendered by the peer or by a member of his family), they only give their expertise. The magistrates are paid directly by the aristocrats, who often index their salary to the amount of fines that were paid during the trial.

Breaking a law

Though the decrees in Cadwallon cover most aspects of city life, two major tendencies can be observed in the way offences are dealt with.

The first one indicates a certain laxity concerning common violence. The city's origins probably have a lot to do with this. Founded by mercenaries and stateless soldiers, having become a harbor to very different peoples with a variety of customs, Cadwallon maintains a laxity appalling to the envoys of the repressive nations. Justice on these matters deals mainly with public disorder caused by riots and severely punishes citizens caught committing vandalism. Save for a recent noticeable exception.

In 991, protesting against the guild of Goldsmiths' pricing policy, the guild of Ferrymen organized a general paralysis of the city's means of communication. Since goods could no longer be delivered, the city knew countless skirmishes between the armed forces of both guilds. This case, which was brought before the aristocratic justice, caused so much commotion that the Ducal High Court took over the trial. When it was over, despite their aggressive policies, it was decided that the Ferrymen were in their right and they were able to demand that the guild of Goldsmiths' fees be revised. This is the only known case of justice being "soft" when dealing with riots.

On the other hand, the aggression of an individual, as long as it is not the cause of serious crippling or death, is looked upon with contempt by the authorities. Cadwës have long tended to take justice into their own hands in cases like these.

The second major trend is the sacrosanct protection granted to economic activity. There isn't a more atrocious crime in Cadwallon than causing harm to the city's prosperity. Cases of fraud, of embezzlement, of racketeering, or exercise of professional activity without a guild's license are severely punished. This is also true for all acts that threaten the property of another. Legitimate defense is automatically granted to anyone protecting his home against an intruder or who feels forced to defend his belongings from an aggressor.

THEFT AND THIEVES

With a legal system that emphasizes the security of prosperity and property, it is hard to imagine that there could be a guild that dedicates itself specifically to illegal activities. Yet one really exists. The guild of Thieves was created in order to structure these activities and regulate them. Prohibiting certain activities and trying to supervise them is a concept that never stops taking newcomers aback. Yet let's not be fooled: the guild of Thieves is primarily a fund provider for the authorities and the famous Valuables Appropriation Tax is a perfect example.

If a mugger or a cutthroat is caught red-handed by the militia (or by a free leaguer), then his fate is quickly sealed by the law! He won't be shown any mercy at all. On the other hand, when the duke's detectives investigate a robbery, smuggling activities or any other illegal activity, then the militia and the guild of Thieves quickly get in touch with each other. If the object of the investigation has something to do with the guild, then an arrangement is found: either the militia forces the guild to stop the activity if seen as too sensitive, or the guild pays a compensatory tax on the operation's profits.

The Harlequin

The name of the Harlequin has been whispered in the shadows of Cadwallon for generations. For some this masked character is just a daring, dauntless and ruthless thief. For others he is the avenging arm, able to strike anywhere in the free city when night comes.

The maddest rumors circulate about him .The Harlequin is said to have magical powers. He would be immortal! Yet one claim is common to all these rumors: the Harlequin would possess the card of Justice, one of the legendary arcanas from Vanius' tarot.

For decades, many dignitaries have requested the Duke to put an end to the Harlequin's activities. Until now the mysterious avenger has managed to evade the free leaguers as well as the militia.

The guild of Blades is supposedly tracking him too. When asked about it the mercenaries simply answer that "even if it's true we are not allowed tell who is paying us."

The sinews of the law

In Cadwallon every trial automatically includes a fine that goes to the peer of the fiefdom concerned by the offense in order to cover the legal fees. Even detention in barracks (guilty or not) involves a visiting tax paid to the fiefdom.

For more serious cases (crimes) a Cadwë can demand to be tried before the Ducal High Court. This obviously is not free of charge: the accused must pay an appeal fee and pay for their stay in the 10,000 Paces Prison until their cause is heard by the ducal magistrates. The wait can last a very long time.

The leagues and the law

The free leaguers' status grants them certain legal privileges that are directly bound to their privileges in the city (see further below). Thus only the Ducal High Court is competent for all matters related to the leagues. When the militia arrests an identified free leaguer, then he is led to the nearest garrison to wait for an escort to transfer him to the 10,000 Paces prison. The free leaguers are not exempted from the visitor tax and he additionally has to pay for the escort taking him to the ducal enclave. Once he is set in the 10,000 Paces (depending on his financial resources), he is left to wait for a magistrate of the Ducal High Court to be ready to hear him.

The only way the court can punish a free leaguer is by stripping him of his status, of his citizenship and of his rights in cases of high treason. In all other cases, no matter how serious the offense, the punishment is pronounced against the league as a whole. Of course it is impossible to decide on bodily punishment in this situation. The leagues are therefore condemned to pay compensation to the victim or to his family (or both), as well as fines to the Cadwë Treasury. This practice is called *retribution.*

However, the murder of a direct vassal of the duke being considered high treason, if any free leaguer has the ill-advised idea of killing a peer of the duchy or another free leaguer, he is immediately stripped of his status and is sentenced to death.

Killing a Cadwë therefore only leads the league to pay merely a fine and compensation. However, the sums to be paid can bring the league to bankruptcy. The risk for the free leaguers is then to lose their status and to be personally accountable for the compensation.

THE MILITIA

The militia of Cadwallon has been put in charge of the city's defense and the security of its inhabitants' interests by the duke. It makes sure that the decrees are enforced, and takes care of preserving order. The militiamen arrest troublemakers to hand them over to aristocratic legal authorities – or to the ducal authorities when they are free leaguers. They do their job zealously.

When an individual attracts the militia's attention, he is sure to end up in detention in the nearest barracks. Once there he has to pay the visitor tax for the day or the night, as well as the indictment fine.

The militia's organization is close to a military structure: it includes men at arms, sergeants, lieutenants, captains... The duke's constable controls the whole. All officers are nobles and they are usually posted in their family's fiefdom. The current constable is a Cadwë orc. He is a scholar and an administrator, but his orcish roots gave him an impressive physique.

There are 12 militia garrisons in Cadwallon (one per fiefdom), of which one is in charge of the ducal enclave. The peers are expected to provide the militiamen with a casern and to ensure its maintenance. A lieutenant general, who is usually from a different family than the one governing the fiefdom, and who is nominated by the duke on the constable's advice, administers the garrison. This situation, which is supposed to guarantee the militia's independence, does not make the relation between the judiciary powers and those charged with carrying out the law any easier. In fact the lieutenant general's deputies are very often noble officers related to the peer, therefore they are always ready to intervene when their family's interests are at stake. The lieutenant general himself is often forced to compromise. Indeed, most of the funds granted to his garrison come directly from the fiefdom, not from the duke.

THE GUILDS...

One can't mention Cadwallon without mentioning the guilds, the institutions that guarantee the city's prosperity and have taken such an important place in the life of the Cadwës that they have become a true power comparable to the duke and the nobility.

ROLES AND ORGANIZATION

All the guilds have the same objective: organize and control the activity of the various trades practiced in Cadwallon. It is indeed the only common criterion shared by these organizations, whose diverse evolution has contributed to forge the city's cosmopolitan identity.

Guilds are not intended to produce themselves, but rather to rationalize production and business in Cadwallon. Trying ceaselessly to harmonize and to make profitable the processes of thousands of small businesses, workshops and stores of the city, they are omnipresent. To such an extent that more and more Cadwës tend to substitute the name of guilds for the workshop's sign. It is an inaccurate shortcut, but it is a good indication of the weight of guilds in Cadwallon.

Based at first on the model of the professional corporations, which can be found in the kingdom of Alahan and in the empire of Akkylannie, guilds are supposed to exercise control over their members. Each guild sets up a codex regulating its activities, indicating tariff rules, quality standards, as well as disciplinary requirements.

However you should not be deceived, the institutions of Cadwallon are much less vigilant on financial "arrangements" than those of the nearby nations; this «good commercial practice» shown by the guilds became for the leaders a way to pressure the members of their organizations.

The real groundwork of guilds, more pragmatic than the duty of good practice, is to collect part of the incomes of their members. If some of it is used for running costs, the main part is directly poured into the Duke's safes. Every guild has a different name for this tax, but the most famous is certainly the Valuables Appropriation Tax that the guild of Thieves collects from its members.

POLITICAL INFLUENCE

Considering the guilds to be simple tax inspectors would be a great mistake. Associated for a long time with the prosperity of Cadwallon, the leaders of these organizations form, by means of the council of guilds, a collective structure which advises the Duke on all financial subjects. Obviously, such privileges are quite broad and concern the city's taxes and duties as well as trade and diplomatic agreements made with the other nations.

Concerning these agreements, the games played by the guilds are very shady. The most powerful among guilds - those called «the higher ones» - got used to tying direct contacts with certain nations. Nowadays, the meshing of their official or secret agreements is such that it totally paralyzes the council of guilds on all diplomatic issues.

Besides, the seven higher guilds have been allowed the exceptional privilege of having their own troops. The other armed forces - the militia and the free leaguers - being controlled by the Duke, this privilege perfectly illustrates the power these guilds enjoy. Moreover, this is not without consequences in the relations between the city's various factions. The Duke exercises (in theory) a quite powerful authority on the guilds. In reality, the latter are so powerful that it is impossible for the ducal administration to control these financial conglomerates. On the contrary, for decades, the successive dukes chose a «laissez-faire policy». Guilds thus settle their business among themselves, hidden from outside attention.

There are exceptions, however. Thus the previous duke entrusted, by decree, the privilege of currency exchange to the guild of Usurers, taking it away from the guild of Jewelers, whose total submission to the Goldsmiths is well known. Behind this intervention of the Duke, it is however necessary to see the schemes and growing influence of the Usurers. Cadwës aren't fooled and know very well that when it comes to money, the guilds fear nothing but each other.

The power game between guilds and peers is particularly tricky. Made of alliances and treasons, it keeps feeding the rumor mill and the fertile imagination of the Cadwës. Some families have long embraced the cause of the guilds, either driven by the ideal of prosperity for the city, or drawn by the earning. The nobles thus weave networks of influence within the guilds, to use them as control levers or income sources. Such networks are, however, particularly fragile and depend more on individuals than on organizations. A peer or a guild master changes and everything is to be built again from scratch!

Since the development of the free leagues over the last twenty years, the relations have been pretty tense between the guilds and the free leaguers. Nowadays, the latter no longer content themselves with roaming the ancient sites of Cadwallon and with defending their city from enemy raids. The free leaguers intervene more and more as economic actors of the city, using to their advantage their independence and the small size of their structures. Multiplying their activities and intervening punctually in business deals that require a certain discretion, leagues move in more and more on the «uncultivated» markets (which do not require a license). They thus operate directly on the guilds' grounds while making a place for themselves in the city's economy.

This situation is far from pleasant for the guilds, they are worried about their privileges as well as about the commercial stability of Cadwallon. As often as possible, the guilds do not hesitate to attack the free leaguers, in every way they can. Paradoxically, they don't hesitate to call on the services of the free leaguers to discreetly solve certain «issues."

A PYRAMIDAL ORGANIZATION

Total control over their organization's hierarchy is the most reliable way for guilds to ensure their longevity. So all the approved professions follow very strict criteria of social advancement. All of a Cadwë's professional life, from his apprenticeship in a small workroom to his establishment as workshop owner, is calibrated and controlled following the codex of the guilds. Advancement is essentially based on merit (sprinkled with some good connections and with a dose of political common sense).

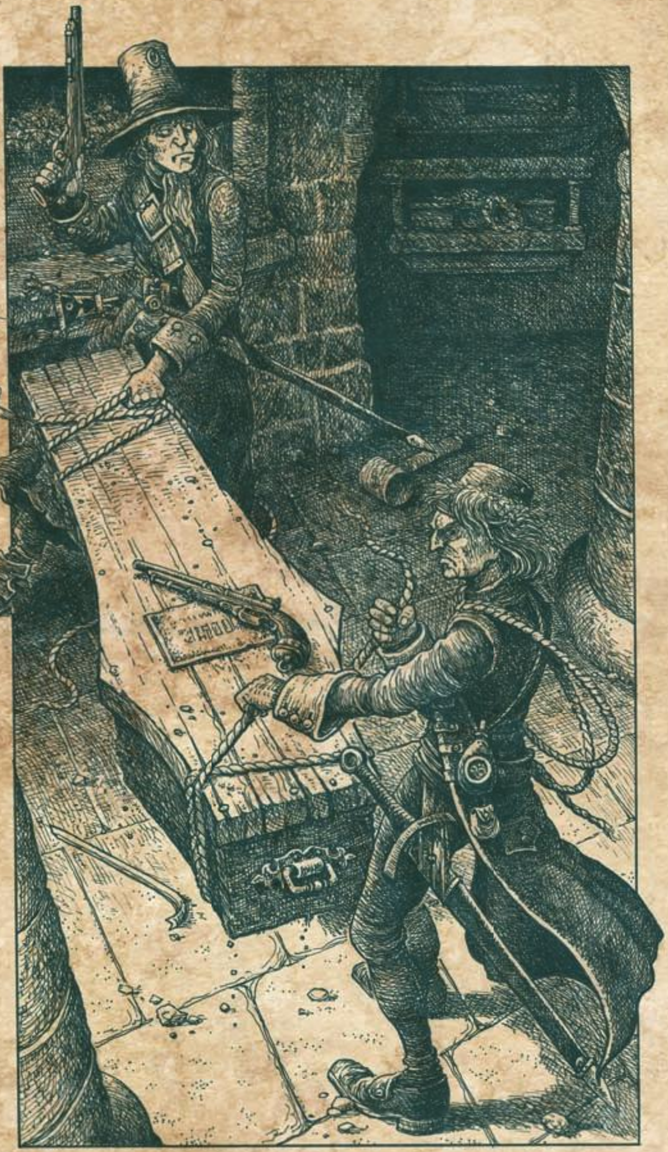
A young Cadwë begins as an **apprentice** in a workshop or store, generally at the age of 15 (for humans). A time of professional training ensues in which he is in the service of the owner. By the end of this first course, which generally lasts three years, the apprentice passes a series of exams.

If he successfully passes them, the candidate becomes a **companion** and has to buy his license. He is entitled to a fixed salary and assists a supervisor in his workshop. He is usually in charge of the least interesting or the most repetitive tasks, far from the glory of the trade.

The length of this period varies a lot. To open your own business requires further exams, mostly dealing with theory. It is also necessary to pay for a further business license: the master's degree.

The **guild masters** are true businessmen. They manage their own workshop, form the core of their guild and meet at least once a year to decide of the economic orientations of their organization. Furthermore, the masters elect the ruling assembly of the guild. Again, the vote is based on merit and the elected members are usually the richest and the most prosperous masters (the **jury masters**).

The number of guild masters varies largely from one guild to another, as well as their attributions. Thus, many guilds appoint a «**grand master**» among the jury masters. This individual has to embody the fundamental values of the guild and represent the organization. Depending on the guild, the grand master is sometimes the sole leader, the jury masters only being advisers (as it is the case among the Usurers and the Thieves). He can also be only a powerless legate who is brought out on special occasions, as it is done in the guilds of Ferrymen and the guild of Tailors. Most of the time, guilds find a compromise, making the grand master a politician who knows how to use his authority to influence the jury masters. Darehvan, of the guild of Goldsmiths, is the archetype of this kind of character.



AND THE LEAGUES

"Article 1
The league is the oath by which several individuals gather to share their talents and their activities in order to contribute to the discovery of the treasures hidden in and under the city of Cadwallon"

– *Founding edict of the leagues*

Slandered by some, celebrated as heroes by the others, everyone has something to say about the free leaguers. In any other place than Cadwallon, these characters would be treated like pariahs, banned by society or hunted down. Nevertheless, in the City of Thieves, they form a caste of their own, privileged and keepers of secular traditions.

The profession

"Gathered today among our peers, we profess ourselves to be free leaguers and swear to be loyal to the Duke.

We renounce any submission, thus regaining our status of free men, and challenge anyone to alienate us.

Loyal to the tradition of the leagues, we assert taking up our rights and are aware of our duties.

Before the Duke, we claim the privilege of asylum and liege duty.

Before Cadwallon, we claim the privilege of treasure and prosperous duty.

Before the Cadwë citizens, we claim the privilege of precedency and free duty.

No longer as men, but as a league:

We bow before the one and only ducal authority. These weapons confer us united and everlasting citizenship.

We contribute to the prosperity of our city, the Jewel of Lanever. These ducats consecrate the indivisibility of our possessions and our rights.

We assert safekeeping our independence. This blood celebrates the leagues, the city's founding mothers.

A brotherhood of arms, interests and spirit, we proclaim loud and clear the revival of the league of the seven of diamonds.

Now and up to our death, we are the Cry of Alyon."

Profession of faith of the league of the Cry of Alyon

In Cadwallon, when individuals choose to join to form a league, it is usually said that they «do their profession.» Such a choice is all but naive and free of consequences...

What is a free leaguer?

Free leaguers are the members of a small association governed by a very old decree of Vanius, the first duke of Cadwallon. A league generally includes less than a dozen people. The league of the eight of opal (called «the Mother-of-pearl» by the profession) is constituted of 17 free leaguers.

The creation and the revival of the leagues has two objectives: to exploit the wealth buried beneath Cadwallon by carrying on the task of the Dogs of War and to endow the city with an armed force that takes full advantage of the ethnic and cultural variety found in its walls. The Duke thus has a troop, which is certainly colorful, but which is especially optimized to defend the interests of Cadwallon through original methods, methods that are more effective and often more discreet than those of a squad of soldiers.

The principle of leagues

There are about sixty leagues in Cadwallon today, active or inactive. Indeed, a league is never created directly by its free leaguers; it is rather «reactivated» or "re-decked". Thus, from one generation to the next, the members change, but the leagues remain, just like old Cadwë traditions.

Every league has three attributes: heraldic, a nom de guerre and a reference card taken from the tarot.

A league can be "discarded" in two ways: either when all its members have died or when the Ducal High Court decides that it has failed at one of its duties. In both cases, the league's herald is taken down from the inside of the Great Hall of Leagues to be exposed to all on the outside walls. Traditionally, the guild of Cartomancers is in charge of announcing the news throughout the city by nailing the discarded league's reference card in public places.

The oath

> "Article 2
> Leagues are duly acknowledged by authority of the duchy of Cadwallon and can enjoy their privileges only after the declaration of their profession of faith in front of the Duke or one of his representatives and in the presence of at least ten Cadwë citizens."
>
> – *Founding decree of the leagues*

When a group of people wishes to form a league, they have to pronounce a common oath, following certain requirements.

First of all, the applicants have to go to the Great Hall of Leagues to publicize their will to resuscitate an inactive league. They are expected to formulate a declaration of intentions in which they expose their motives, their objectives and the contributions, which they can supply to operate the revival. The ducal administration then has one week to announce its disapproval (this period is called "the probation"). During this time the league's coat of arms is removed from the outside walls of Great Hall. Once the probation is over, and if the Duke kept silent, the applicants can formulate the oath of the free leaguers, their **profession**.

This statement has to be made in the presence of at least ten Cadwë witnesses. Also, only the Duke and his representatives can validate the oath. Meaning any member of the ducal administration: a militiaman, a free leaguer or a peer. There is no criterion about the location where the profession must be declared. By default, it is formulated in the Great Hall of Leagues, but the aspirants can pronounce it in another location.

Finally, according to tradition, the profession follows a certain formalism: every applicant has to have a ducat and a sharp blade (generally a dagger). While pronouncing the words of the profession, the applicants have to cut their own hand and pour a few drops of blood on the ducat. At least one tarot card presenting the league's reference arcanum must be present.

Once the oath is sworn, the coat of arms of the league is returned to the Great Hall. The possessions of the new free leaguers are listed with their estimated value and then all their belongings are transferred to the league. Some of it is nevertheless kept by the ducal administration to collect the "Re-decking" tax.

As for the bloodstained ducat that every free leaguer has, it must be carefully kept. It will identify them as free leaguers to Cadwës or the city's authorities.

The applicants then join a caste and are given an exceptional status that includes particular rights and binding duties.

THE PROBATION

The period granted to the ducal administration is wisely used, without the applicants necessarily knowing it. The militia's detectives investigate the future free leaguers' past. This operation has several purposes: to find out the personality and the morality of the candidates, their commitment and their loyalty to the city and estimate their talents (thus their utility). The solvency of the applicants is also controlled. However, the Duke is rarely interested in the criminal past of the free leaguers. Unless a candidate is guilty of particularly horrible crimes, the ducal administration is flexible and forgiving after all, the Dogs of War were not alter boys either!

The other leagues also try to find out as much as possible about their new brothers-in-arms. Sometimes, certain guilds lead a discreet inquiry, to estimate the threat level of a returning league.

THE PRIVILEGES

The privilege of asylum

A free leaguer is considered a Cadwë, regardless of his origins. Furthermore reviving a league is the only way to be naturalized in Cadwallon. This right involves many duties.

The only way for a free leaguer to lose his citizenship and be banished is by violating one of the duties inherent to his status. In that case, all the members of the league are struck with the same punishment. To be a free leaguer it is to share the wealth, the glory and the responsibilities of your brothers-of-arms.

The privilege of treasure

A league forms a separate, indivisible entity. It counts as a single fiscal entity and the free leaguers put in common all their possessions and property. Once they have made their profession they therefore no longer own any personal belongings and they collectively share the league's wealth.

The privilege of precedency

> "Article 3
> Leagues have a right on any treasure discovered within the city walls. Nobody has the right to dispute the legitimacy of their acquisitions made outside of a citizens' houses..."
>
> – *Founding decree of the leagues*

This right renders the essence of the leagues: the exploitation of the wealth of Cadwallon's underground. The free leaguers are in fact given unchallengeable ownership over anything that they find on the territory of Cadwallon. As long as it isn't being carried by a Cadwë (or on private property), it can be claimed by the first league which finds it.

This right, added to the privilege of asylum, allows free leagues to exercise economic activities that are normally only allowed to the guilds, without having to pay the business taxes reckoned in the codex, or even owning a valid license. This extension of privileges was created following a ruling by the Ducal High Court which refused the guild of Thieves the right to collect the Valuables Appropriation Tax from the league of the three of sapphires, the *Edge of the Blade*.

FAMOUS LEAGUES

NAME	ARCANUM	COMMENTS
End of Paths	Ten of emeralds	Entrusted by the Duke to fight contraband
Ruby-Heart	Ace of rubies	Former league of Den Azhir and his clan
Cry of Alyon	Seven of diamonds	The most prosperous league in Cadwallon
Edge of the Blade	Three of sapphires	Renowned for its lawsuit against the guild of Thieves
Mother–of-Pearl	Eight of opals	Record size: 17 free leaguers
Gray Foxes	Ace of amethysts	Raekar Nokkt's wicked league

COLOR **VALUE**

	1	2	3	4	5	6	7	8	9	10
Amethysts	X									
Diamonds							X			
Emeralds										X
Opals								X		
Rubies	X									
Sapphires			X							

X : Historical league. The others are free

"Since the free leaguers come under the unique and exclusive authority of the Duke; since the Duke has never exercised control over the nature of the leagues' commercial activities. Since the privileges of the guilds emanate from the authority of the Duke and can not be considered immanent; since the collection of business taxes comes under the guilds' authority over their members, and not under the principle of sui generis bound to their activity itself; since the economic monopoly that the guilds enjoy is the basis of their right to demand compensation from all who practice business unlicensed, but not to impose their will on what, by nature, is not under their authority.

For these reasons:

The guild of Thieves does not have the right to demand from free leaguers the payment of the Valuables Appropriation Tax on an illicit activity, even if this activity may be of the same nature as those practiced by the guild of Thieves.

The right to legal action due to unlicensed activity cannot apply to free leaguers, since they only answer to the Duke's authority."

- Statement made by the Ducal High Court

THE DUTIES

The liege duty

The free leaguers are considered to be direct vassals of the Duke, similarly to the peers of Cadwallon. As such, they must thoroughly and blindly obey their suzerain and assist the militia when the city is attacked. The dukes rarely abuse of their authority, but they might entrust leagues with discreet assignments. These can involve representing Cadwallon in secret negotiations abroad, eliminating annoying political opponents, intervening directly in a complicated deal made to ensure the city's prosperity, and in many more situations. To serve the Duke is an often rewarding honor, with pleasant premiums and with helpful little perks.

The leagues being the heirs of the Dogs of War, they are forbidden from joining the Meanders of the Darkness and to thus soil the memory of the battle of the Wall of Earth. A league caught treating with these forces is discarded at once and its members are executed for high treason. In practice, the free leaguers are not very picky about their customers and employers and this rule is not thoroughly respected. However, if a league that regularly works for Darkness draws attention, eventually its cards are revealed and its hand (its members) is discarded.

The prosperous duty

To possess a treasure implies to know how to make it grow. Every year, the leagues thus have to present their financial records to the ducal administration and have to prove that their activities are beneficial. It is a delicate exercise, for the free leaguers - who rarely master the subtleties of proper management – as well as for the financial inspectors of the Duke.

The free duty

Leagues must reflect the particular status of Cadwallon, notably its independence. As a consequence, a league cannot consist of representatives of a single culture - unless they are Cadwës.

Once more, the original rule has developed. The guilds have used all their influence to widen the free duty to include the leagues' economic activity. Thus, the free leaguers cannot be former members of the same guild. In the same way, it is forbidden for them to enter direct competition with one of the guilds of Cadwallon, meaning to propose the same services for a long period of time. Every so often, a league can intervene in a domain normally reserved to a guild, but this cannot become its main activity.

> "The council of guilds solemnly requests the Duke to enforce the free duty of the leagues' economic activities. By doing so, the Council reminds that the guilds' right to monopoly was established to guarantee the prosperity of the city of Cadwallon and that guilds wish to contribute to the development of their city through their activities. In this respect, the Council regrets that this effort is penalized by an indirect privilege given to the leagues, which can perform utterly and unduly any economic activity covered by the privileges of the guilds.
>
> The Council underlines that the guilds' privileges do not go without obligations, among which the duty of quality and fair pricing. Since the leagues are not subjected to these principles, they shouldn't be allowed to contend with authorized professionals.
>
> Aware, nevertheless, that the free leaguers contribute just as much to the reputation of the city and are the heirs of the founding fathers of Cadwallon, the Council suggests, with equity and civil peace in mind, that the leagues should wisely use their freedom by diversifying their activities, without concentrating on a single activity thus causing unfair competition."

IN REALITY

Leagues are characterized by their wide variety of activities and composition, so it is impossible to describe them in-depth, and the description of the general principles they are based on are not enough.

Organization

The free leaguers are free to administer their league as they wish. They benefit from a considerable freedom in order to do so. The guilds, on the on the other hand, have an organized structure which allows the organization of the activity of several thousand people. Such is not the concern of a league, based on the free association of several individuals trying above all to stress their independence of mind and their freedom of economic activity. The duties (prosperous and free) are the only organizational restrictions to which the free leaguers have to comply.

The arcana: The Cadwë administration uses an original nomenclature to designate, list and watch the leagues. Thus, the 60 leagues of Cadwallon are each referenced with an arcanum of the tarot of Vanius which identifies them.

As everyone knows, there are six families of arcana (cf. *Incantation*), with cards numbered from one to ten: amethysts, diamonds, emeralds, opals, rubies, and sapphires. This practice really has no incidence on the internal organization of leagues, their activities or even the relations linking them with each other. It is simply filing procedure, which, customarily, entered the ways and the popular imagery. So, the reference of a league is used combined to its historic name. In everyday life, the free leaguers are not that different from mercenaries: often gamblers, and often even more superstitious, they bear their reference arcanum as a lucky charm.

The triumphs: the tradition of cards thus became lastingly bound to the free leaguers that the use of the color of the triumph cards to symbolize the leagues.

The stewards belong to the ducal administration. There are six (one by family of arcana) of them, each one exclusively in charge of the leagues of a color. This distribution aims at contributing to establish personal connections between the managers and their free leaguers. The work of these intendants is to organize the free assemblies and to act as councillors for the ducal high court. They express themselves generally after the concerned parties, to remind the major traditional principles of the leagues.

At the same time, stewards hold the Duke informed about the opinion of the free leaguers, about their activities and the possible conflicts with guilds or nobility. Finally, when the militia arrests a free leaguer the concerned steward goes to the garrison, to identify the offender and authorize his transfer to the 10000 paces.

The six stewards are directly appointed by the Duke. No edict governs their status, but since the beginning, only free leaguers "retired from the business "were chosen for this office.

The instigators' role is much less official, yet more symbolic. They guarantee the respect for the traditions of the Dogs of War and take care to reconcile antagonizing leagues. Generally, when a dispute irrupts, the members true to the leagues (acting as good Cadwës) prefer to solve the problem among themselves. If it is not enough, they appeal to an instigator who can play an arbitrator's role or appoint a third party league for this role.

As for the stewards, there are six instigators (one per family). They are elected by the leagues of a same color during the free assembly of the carnival. This responsibility is entrusted generally to veteran free leaguers.

The instigators have no official status in the ducale administration. Nevertheless, they often work in cooperation with the stewards. When a steward's position is open, the Duke chooses most of the time the replacement among the instigators who wish to withdraw from « active duty « and take advantage of a well deserved pension.

Activities

Let us end this presentation of the leagues with a word about their activities.

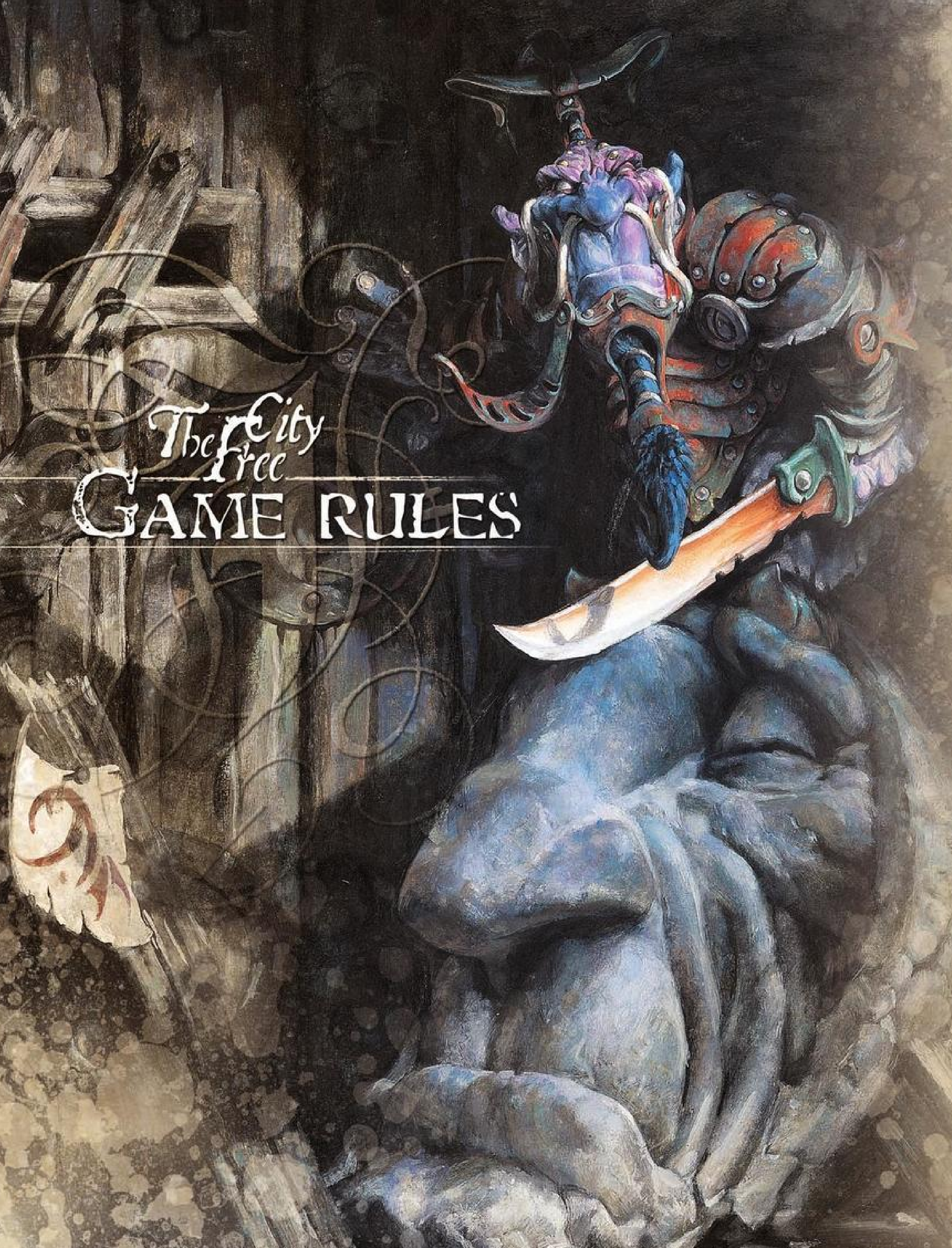
Exploiting the wealth: The leagues were revived to extract the treasures of the past from the ground of Cadwallon. The free leaguers thus spend a lot of time unveiling new entrances, forgotten passages and investigating the underground of the city. As a consequence, they are familiar with the basements, sewers and galleries which constitute a city of its own under the city. During their subterranean wanderings, they are bound to come across rival leagues, inexperienced treasure hunters who give it a try or some other more worrying individuals who hide their shady activities in the entrails of Cadwallon. Those who are interested in the underground sometimes hire free leaguers to find discreet hiding places or quiet routes.

Serve the Duke: as good vassals, the free leaguers work for Cadwallon in many different ways. Thus, leagues manage to get hold of a secret or even compromising information, which they can then use in the power game against the nobility and the guilds.

Prosper: to exercise a profitable activity is a duty for a league. The free leaguers must know how to put their talents in common, in order for their varied activities to be lucrative. The Guilds (and sometimes the nobility) do what they can to hamper the leagues' activities. And in secret, forces which try to strengthen their influence on the city work to destroy the remainders of the Dogs of War.

Book II

THE FREE CITY



The Free City

GAME RULES

The militia was patrolling the district of the Observatory. A sergeant led the squads towards the loan stalls of the Usurers, roaring his confused yet effecient orders.

Within a few minutes the lenders were arrested and their goods put on display in the middle of the square. They were all ranting and raving, showing their fist to the men in armor. Munsen the Mast finally had his revenge over the guild. He was savoring the ruckus from the terrace overlooking the square. He was waiting, in order to fully enjoy his triumph, for his men who had mixed in with the militiamen, to lay their hands on the necromantic drug they were supposed to find among the items on display. It had only required a few bribes, the proper ally among the providers and five doses of bad Vergol to get to this result. The operation had quite a cost, but it was going to get the district rid of the awful influence of the Usurers... at least for some time. The Captain of the militia was going to brandish the first bottle; he would act his part right.

Munsen heard the sound of lights steps on the paved terrace ten meters or so behind him. Who was it? No one knew he was there.
He did not have to wait to get an answer.

– It's not there, Cartomancer. It never was there.
Munsen understood. This voice... deep and whiny at the same time. Lianzareth. This was the end. He remembered the chain of events which brought him there, alone and without any guards, at the mercy of this torturer of the Shadows. The false denunciations so easily obtained, the corrupt providers, the surprising help of the militia. The shadow glided slowly towards him, a delicate gloved hand passed on the back of his neck. Munsen the Mast wept slowly. He thought of screaming in a desperate, yet useless attempt; and let go of the idea with a shake of the shoulders. He fell on his knees and gazed at the smoke of the city for the last time.

CHARACTERS

The rules of *Cadwallon* define what the players may do. They allow us to describe the characters from the Free City, to simulate their actions, and to determine the consequences of their actions. This chapter gives you the basic concepts, the foundations of the following chapters.

Characters in *Cadwallon* are defined by several characteristics (numbered or not) and identified using a miniature and a character sheet. All the useful information to manage the characters' actions is listed on the character sheet.

Each important character in a game of *Cadwallon* is represented by a **miniature**. The **base** of the miniature is an essential game element. It influences the character's abilities (capacity to resist a blow or to strike another character, etc.). You may use miniatures from *Confrontation/Rag'Narok* range in order to play *Cadwallon*, since they share a common universe: Aarklash. For conveniences' sake, crowds are not simulated with miniatures, though they are taken into account in the rules (modifiers, GM decisions about perception, etc.). If an individual within a crowd may have a distinct effect on the situation, use a miniature to represent him or her; such an individual is called a **Passer-by**.

A FEW NUMBERS

- Six **attitudes** are linked to the characters' abilities. They are ranked from + 0 to + 6. However some exceptional beings (Immortals, creatures, etc.) have higher values. Other secondary abilities (see below) complete these attitudes.

  The different attitudes are Pugnacity, Sleight, Style, Opportunism, Subtlety, and Discipline. A character is always under the influence of one of these attitudes. A player may change this parameter during the game, in between turns. Therefore, these attitudes may illustrate a character's behavior in a given situation, his relation to others or his action. We use the first three letters of the attitudes when referring to their values: Pugnacity/PUG, Sleight/SLE, Style/STY, Opportunism/OPP, Subtlety/SUB, and Discipline/DIS.

  By default, a character is under the influence of an attitude chosen at the beginning of the game session. This chosen attitude reveals the character's prevailing mood at the time. The GM should take a minute with the players and have them explain their choice of attitude, in order to have a better grasp of the way they view their characters.

- **Abilities** are an evaluation of the characters' skills. They are expressed as verbs (sometimes in slang). Every action or reaction undertaken by the characters depends on an ability, and the attitudes are used to sort out the abilities. The attitude linked to a given ability is called "favorable". A character who has chosen the favorable attitude ,when using an ability, gets an additional 1d6 for an opposed action (see below), and may re-roll ⚅ for "non opposed actions".

  Abilities evaluate a character's mastery of an ability when accomplishing an action. They are graded in **levels** (from 0 to 5), and symbolized on the character's sheet as ☐. If no level is given to an ability, that ability is considered to have a value of 0d6.

Example: *Force allows a character to perform a test of strength: lifting a heavy weight, breaking down a door, etc.*

- **Knowledge** evaluates a character's understanding over a given field. Each "Knowledge" is associated to a graduated value that gives a measure of how well versed the character is in that field.

- **Abilities** and studies are listed in the characters' reference profiles: the **trades**. These trades ranked (from 1 to 6) to graduate the different levels of expertise. Trades are distributed among six categories that organize the abilities thematically. The categories are exploration, confrontation, interaction, divination, incantation, and revolution. Thus, characters can choose to develop the abilities of their trade(s). Besides, the higher the ranks, the more abilities they have at their disposal and higher the levels of the core trade abilities are. Several trades may give access to the same ability, though not necessarily at the same rank, thus the career choice really matters.

  There are also trade secrets (special abilities, confidential techniques, secret moves, etc.) taught to the most worthy representatives of a trade. As long as these are not specifically learned and recorded on the character sheet, they cannot be used.

- The **Potential** (POT for short) is a number between 1 and 12 that estimates a character's experience and condition. It is equivalent to the sum of the character's two highest trade ranks. Creatures, animals, and monsters have a set value for POT. **Most of Cadwallon's citizens, the Cadwës, have a POT of 1.**

- The **acquaintances** show the connection between *Cadwallon* characters. They are evaluated through an Intimacy level (from 1 to 6), fields of knowledge, and an attitude that establishes the nature of the relationship. The characters use their relationships to call on third parties for help or information.

ONE WORLD, SEVERAL GAMES MANY CHARACTERS

Aarklash is the scene of many adventures. Stage them all with RACKHAM miniatures and all the games sharing this common universe. *Confrontation*, *Rag'Narok* and *Hybrid* for example, are based on the idea that the fate of Aarklash rests in the hands of exceptional individuals called the Incarnates. These are eternal beings who keep coming back after they die, with or without memory of their past, to take part in the Rag'narok.

Note for *Confrontation*, *Rag'Narok* and *Hybrid* players:
Cadwallon characters are not Incarnates.

ADDITIONNAL INFORMATIONS

- **Difficulty Levels** are referred to for opposed actions. They have a value from 1 to 6. They depend on the race, culture, and career of the characters. For example, every character has a **Defense** level equal to OPP + 1, used to resist aggressive actions. They also have a **Mastery** level equal to DIS + 1 to resist attempts at manipulation. Some races, such as the Wolfen, are very scary. They have a **FEAR** level equal to PUG + 1.

- **Distinctive features** are pairs made up of an advantage associated to a flaw. Their purpose is to add depth to the character. When benefiting twice from the same distinctive feature from racial **AND** cultural heritage, their restricting aspects are ignored. They are referred to as **Feats**. A Feat is a Distinctive feature without the weakness.

- A character's **motive** is the reason why that character became a free leaguer. This information is not associated to a numbered value; it is part of the character's personal background and the role the player chose to play.

THE BOARD

Contrarily to other role-playing games where miniatures and a square grid board are an under used option and not full-fledged components of the gaming system, *Cadwallon* uses these accessories. They greatly improve the tactical aspect for the confrontations and explorations events.

Note: *Characters do not actually occupy all the space in a five-foot-sided cube, and they do not really walk crabwise when they progress diagonally across the board. These are only approximations meant to provide an easier way of describing the situations.*

THE MINIATURES

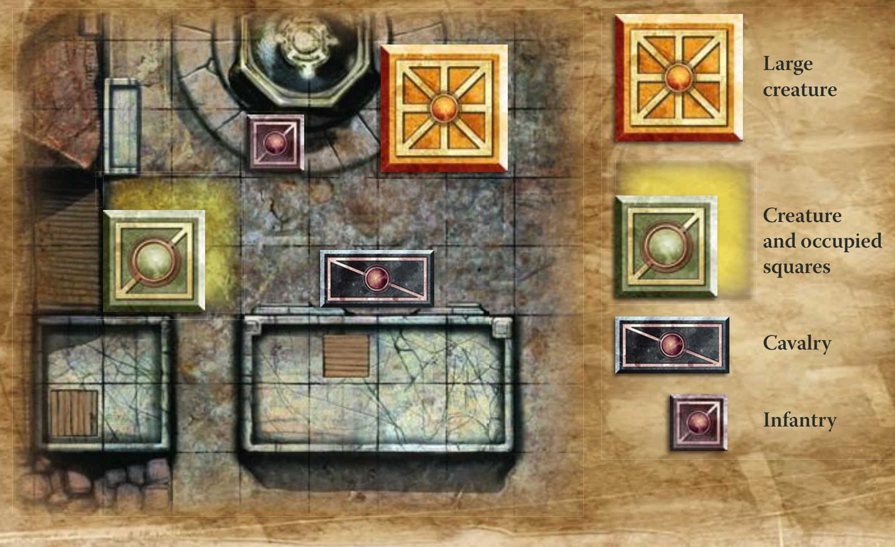
Miniatures represent noticeable characters from a tactical or from a narrative point of view. Though it is not strictly necessary to paint them, it enhances the gaming pleasure.

Position

The miniatures must be glued to the base provided, because these bases are consistent with the game rules.

- **Infantry bases or standard bases:** The bases for Short Size and Medium Size miniatures fit precisely inside a game board square. Unsurprisingly, they will be positioned on the board to occupy only one square.
- **Cavalry bases or rectangular bases:** Mounts and some other beings stand on bases that are one square wide and two squares long. They shall therefore be placed on the board so that they occupy two squares.
- **Creature bases (1.5 x 1.5 squares):** These square bases have sides larger than one board square (but shorter than two). They are positioned on the game board so that one of the base's corners fits with one of the board square's corners. This way, a creature base fully occupies one square (which will be used as a reference for game factors such as lighting, line of sight, etc.), and partially overlaps three other board squares. These three other squares might differ in nature from one another and from the "main" square. In that case the position of the miniature may need to be interpreted: the creature may be pressed against a wall, blocking an alley, etc. For game purposes, the character with a creature base occupies all four of the squares under the miniature.
- **Large Creature Bases (2x2 squares):** These bases are squares the length of two squares on the board. the four corners of the base must be placed so that the creature fits in exactly four squares of the board.

Example 1



Orientation

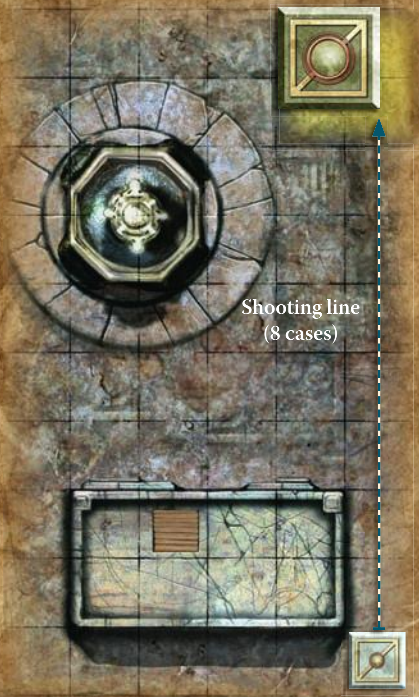
Every miniature is **orientated**: this is the direction faced by the characters represented by the miniatures. This orientation defines many parameters. A character is always facing one of the sides of the square he's occupying (it might be useful to put a mark on some miniatures' bases when their postures are ambiguous regarding which side they are facing) and is able to see everything in front of him inside a 180° angle. This is referred to as the character's **sight angle** or **field of vision**.

The front of a rectangular base is one of its narrower sides. When a miniature's base is in someone else's sight angle, the latter sees the former. The reverse is not necessarily true.

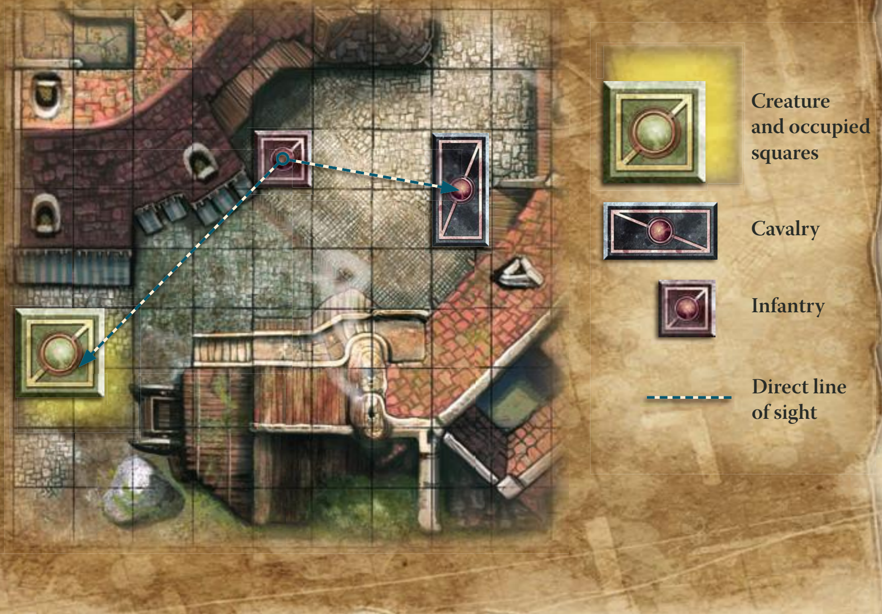
If a character sees someone and if a line may be drawn joining the centers of both bases without passing over an obstacle taller than either character, then there is a **direct line of sight** (see Example 2).

Note: *The center of both kinds of large bases is the intersection of the four board squares they occupy, contrarily to the standard bases (whose center is in the center of the board square) and the rectangular bases (whose center is the middle of the side of both occupied squares).*

EXAMPLE 3



EXAMPLE 2



A VIEW FROM ABOVE

The **game board combines printed tiles** whose sides show a setting seen from above. For tiles showing an outdoor setting, both sides show the same setting but under different circumstances: night time and daytime. Therefore, you only need to turn a tile over in order to change a scene's lighting. The drawing on a tile is divided into squares (25x25 mm) that represent a 1.5 m^2 area. Furthermore, every element of the drawn setting may have an impact on the game. They can be hiding places, obstacles, items that can be handled by the characters, etc.

Cardboard tokens or **miniatures** may be used to represent additional elements of the setting: furniture, barrels, piles of rubbish, or various obstacles.

Cadwallon does not only take into account the elements of seeting represented by a token. Everything drawn on the background or on the tiles is just as "real" from the characters' perspective. There are elements of the setting that can be substituted for tokens: doors, barrels, etc.

Squares and measurements

When you need to figure out the distance between two locations, count the number of squares that separate both points. Take into account the square of arrival but not the starting one. Whether an individual or a projectile moves straightly or diagonally across the board, the squares are added up in the same way.

When measuring a distance that involves a miniature whose base covers more than one square, any of those squares are eligible to be an "arrival" square. A Wolfen with a "1.5" base, for instance, is within firing range if any one of the four squares he completely or partially covers is in range! (see Example 3).

Around a given square on the board, the four squares directly alongside are said to be the **adjacent** squares, and the four contiguous squares sharing only a corner are called the **diagonal** squares. Taken as a whole, the adjacent and diagonal squares surrounding your square are known as the squares **in contact**. Squares that are not in contact are **distant** squares. These notions, combined with the field of vision principle, allow the players to identify clearly the adjacent squares (front, back, left and right of their characters' miniatures) (see Example 4).

THE PC

When a game board is in use, players have a clear view of what happens, and that view is often much clearer than the view afforded by their characters. Yet there are times when simulating the uncertainty of the characters can add dramatic effect to the game (in a theatrical sense).

If **a character cannot perceive another**, the player controlling that character must make a decisions while honestly disregarding anything he knows about the other character's position and actions. However, if a character can be heard (even while unseen), he can inform his companions about what happens to him and what he intends to do, if the player decides to act it out. **Whenever a character can be seen or heard** by another, he is said to be **perceptible**. As a referee, the GM tells the players what their characters can or can not perceive.

If the players want their characters to orient themselves with a map in boardless situations, they must draw the map themselves. They cannot pass this task on to the GM by having a NPC responsible for drawing the map.

ADVANCED OPTION: PRESENTATIONAL ACTING?

Though a role-playing game is only a game, some players enjoy using a few ambience rules to make their sessions more remarkable.

- If **two characters are unable to communicate** the players controlling them must not exchange information either. They may, however, use sign language if their characters are able to do so.
- Whenever **a player says anything out loud,** whether it is to act out something his character says or to speak for himself to another player or to the GM (even to ask for the cookies!), his character is supposed to make the same sort of noise. If the player wants his alter ego to be unobtrusive, he must speak in a low voice, even when calling out his dice result for being stealthy!
- If the characters lack the light necessary to read their maps, the GM may switch off a few lights himself.
- You may even play by the light of a candle to project the atmosphere of an underground exploration or a night in the city.

DEPLOYMENT

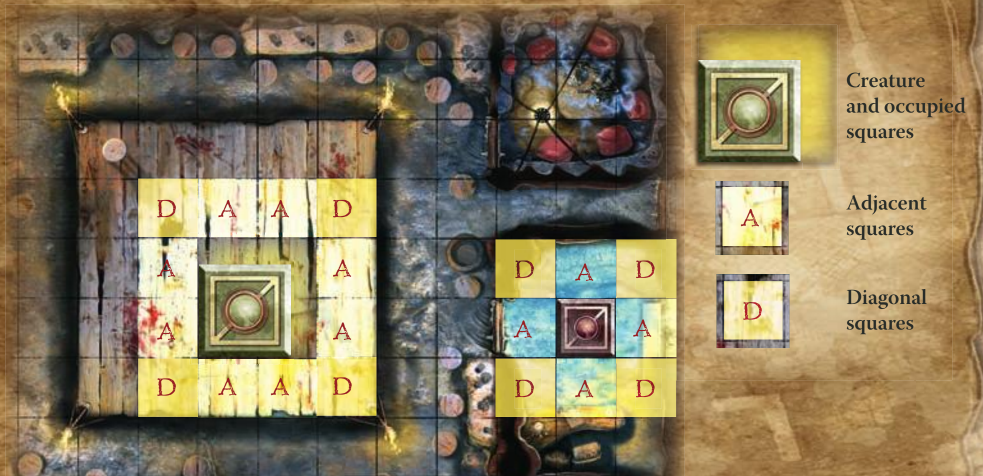
When a situation involves no tactical positioning, it is unnecessary to use a game board. Even when there is an opposition to manage, the use of a game board is not compulsory. Along the same line, it is not relevant to determine the relative position of every miniature when the PC are negotiating an armor's price before leaving on an adventure. On the other hand, getting a game board always implies the need to simulate a opposition sequence (see below).

Using a game board is essential to manage the characters' positions and movements in their surroundings. If any player feels the need for it, a board must be set on the game table. In the absence of opposition, spatial management is not so crucial if the characters' movements are only... well, movements. If, however, they are moving inside a setting that might influence their decision (including a possible attempt to surprise the occupants of the area), then this kind of management is crucial.

There are essential criteria to determine whether setting up a game board becomes a necessity.

- The GM sets up a board when he has prepared one, because this demonstrates that managing space at this point of the game is fundamental.
- The players may also ask the GM to set up a game board when they estimate that this kind of management has become an issue. The GM might then have to improvise a game setting.
- A game board must be set up when the characters become involved in a fight. Accordingly, a game board must be set up for an exploration as soon as a player wants to use precise movement for a character.
- A published scenario might prescribe setting up a game board at some points, for purely dramatic effects.

EXAMPLE 4



ACTING

Every action with a possible impact in the game is resolved with a dice roll of: (ability) d6 + attitude. As the attitude associated with a given Ability is always the same, it is sometimes omitted to simplify the reading. The notation for this kind of roll is **Ability/ ATT (difficulty)** or **Ability (difficulty).**

Example: *The "Slash" Ability allows a character to use an edged weapon against an opponent. It is associated with Pugnacity/ PUG. So an attack is simulated by rolling as many d6 as the Slash level. The result is then increased by the PUG bonus. The outcome of a Slash/PUG test is determined by a roll of Slash d6 + PUG. Further if the PC had chosen PUG as an attitude, he' d roll an extra 1d6 for the test.*

TESTING AN ABILITY

As soon as a player announces an action that may fail, the GM indicates the ability (and the associated attitude) used to find out the result, according to the story he wishes to stage.

In most cases, this procedure is very straightforward: the player says what his character does using a verb that is in itself an Ability. When this is not the case, an Ability whose meaning is close is used.

Example: *A player who had previously announced "I draw my mace" now says "I attack that orc!" He uses his level in Bash/ PUG to resolve the action, because this Ability is the one that allows a character to wield a mace.*

ADVANCED OPTION: IT'S ALL ABOUT ATTITUDE!

When a player uses one of his character's abilities in an unusual way, the GM may decide he should make his ability roll with a different attitude than the usual attitude associated with the ability. In that case, the attitude advantages are lost (notably the free d6).

Example: *A character comes to rescue his friends who have previously engaged enemies in combat. The GM decides to ask the players for rolls of Slash/DIS (instead of Slash/PUG) to reflect the fact that they need restraint more than aggressiveness in order to efficiently integrate a new fighter in their midst.*

The action always succeeds if the result of the roll is higher than the difficulty (the difficulty is either a value set by the rules, or the final result of an opponent's roll if the character is reacting to another action). **When the rolls are tied, the action roll ALWAYS beats the reaction roll made in response to another character's action.**

Examples:

- *A character has 4d6 + 5 to climb (Climb 4; SLE + 5). The GM asks for a roll of Climb/SLE (10) in order to scale a city wall. The player controlling the character rolls 4d6 and gets ⚄, ⚄, ⚅ and ⚄. The best result is kept (⚅) and the bonus of 5 (SLE) is added to it. With a final result of 11, the action is successful.*
- *A player says his character bashes an enemy facing him. The GM replies that the opponent tries to dodge the blow. He immediately makes the Dodge roll and announces the final result to the player. The player then determines whether his bash is successful or not by comparing his bash result to the orc' s dodge result.*

When a character does not have the appropriate ability to attempt an action, a roll may still be made with 0d6.

There are no rolls for nowledge. A precise and invariable amount of information is attributed to each level of nowledge: either the character knows something, or he does not.

A character who has activated the favorable attitude for an Ability roll gets a free d6 for an opposition roll (see below) and is allowed to re-roll the ⚅ for any other rolls. In this case, the new result of the dice is cumulated with the previous ⚅.

DIFFICULTY

Whenever a character is "opposed" by circumstances –and not an opponent– the GM must evaluate the difficulty of the attempted action. The scale below is given as a reference to help determine that value. **The default difficulty of an action very likely to succeed without being automatic is Easy.**

If the circumstances are the consequences of another action, then the roll is often considered to be a reaction.

Example: *Avoiding poisoned darts launched by a mechanism in a tunnel is considered a Dodge roll. The GM then simulates the action by making a Shoot roll for the trap.*

DIFFICULTY	ACTION	EXAMPLE
2	Easy	Jumping over a low wall
4	Medium	Climbing onto a wall slightly higher than oneself
6	Hard	Clambering up a tree barehanded
8	Very hard	Escalading a wall barehanded
12	Unseen	Going up a smooth wall barehanded
15	Impossible?	Climbing up a smooth wall with one arm in a sling

OPPOSITION

When a character (or a group) is about to face a difficulty posed by one or several opponents, the scene is called an **opposition**. Specific rules apply, depending on the situation.

An opposition might arise from the GM (according to his scenario), or from the players if they reckon there is an opportunity for their characters to act decisively. In the latter case, the players may of course be wrong, but whatever the GM might think about it, some players commonly crave for a little action.

An opposition is always divided into rounds, during which the players speak in turn to announce and resolve their characters' actions.

An opposition does not always need to be resolved with a game board. If you need to take turns speaking to resolve a situation of laborious negotiation, it is very unlikely that a grid board will help you in any way. The GM does not take only one declaration phase to resolve all his NPCs' actions. He is actually entitled to a round for each NPC he has to manage during the scene.

ADVANCED OPTION: SEPARATE OPPOSITION

If the GM wants to stage a long-term opposition while the game progresses on other issues, he can introduce a notion of very long rounds that are played intermittently. In that case, the relevant opposition is managed separately.
Play one round, and then make a note of the state of everyone's Pools (action and reaction) and pause the opposition phase to resume to the game in progress. The next round for the separate opposition will be played out when the GM sees fit.
Everything happens as though the regular action and the separate opposition were played alternately.
This option is especially useful to manage influence struggles or conspiracies (see *Interaction*).

Example: *The goal of one character is to win a girl's heart. The GM estimates the influence system and decides that there should be a round of opposition every week (or every month) between the character, the girl, and the girl's father (who is responsible for her morality and her dowry!).*

If between those rounds the character is involved in a fight, the level of his pool for the separate opposition should not be affected. Accordingly, if a free league tries to move forward a political intrigue and to earn supports, the GM may decide to play, at the end of every game session, one round of opposition between the league and its competitors, maybe taking into account the events of the game through appropriate modifiers to the rolls.
For this option to work, the GM must keep a logbook describing the evolution of every separate opposition between the scenarios. This constitutes the basis of a campaign game.

Round

The Round is the time unit the characters use to act (during an opposition). A **round** is split up in phases (see below).

Rounds have no set value. Some may be very short during fights for example (when the situation and the actions are quick), others may take a very long time when the situation calls for verbal exchanges or meticulous activity (negotiating, setting a trap, etc.). The GM manages these discrepancies in the flow of time as required by the rhythm of the game. Most of the time, the GM will arbitrarily put an end to an opposition for some time before resuming the management of a new opposition.

Most of Aarklash's cultures use the stars to measure time, not with watches. For narrative purposes or for managing some particular game effects (like spells and miracles), night begins at dusk and ends with the first glimmers of dawn.

Pools

At the beginning of an opposition, each player receives a number of d6 that may be used to roll for the character's actions and reactions. Each d6 used in a roll is considered spent. Thus, the number of d6 at each player's disposal evolves as the rounds go by.

At the beginning of each round, during the declaration phase (see below), the d6 for each character are split up in two separate pools: the action pool (AP) and the reaction pool (RP).

At the end of each round, the pool with the higher number of d6 left influences the number of dice that will be split during the next round.

During an opposition, the number of d6 a player receives for the first round is equal to the character's Potential. Each player is free to divide the dice as he sees fit, between the AP and the RP. The simplest way to do this is to take the dice and place them into two heaps on the boxes drawn for this purpose on the character sheet.

ACTING AND REACTING

There are two ways for a character to act during an opposition: actions and reactions.

- A character may **act** when it is his turn to speak in the round.

- A character may **react** during someone else's turn to speak (another player's turn or the GM's turn as he manages the NPCs' actions), when he wants to oppose an action. Reactions are never actions played out-of-turn, they are only "replies" to other actions (usually opponents' actions).

It is also possible to subordinate an action to a condition. A player must announce his character's **conditional actions** during his turn to speak. These actions are then resolved during someone else's turn.

The "abilities" chapter describes the actions and reactions you can do using each Ability. Every action (or reaction) has a fixed or variable cost that you must pay to act. This cost can never be a negative figure. If an action or reaction calls for a dice roll, it is called a "**move**". In this case, the player spends d6 from the appropriate pool and rolls them. The number of spent d6 is left to the player's choice, but may never exceed his level of ability.

There are also "**facts**" that need no dice roll, but the sacrifice of AP dice. Facts are always considered actions.

Example: *A player with 2d6 in his AP may choose to do:*

- *One move with 2d6 (if the appropriate Ability level is at least 2);*
- *Two moves with 1d6 each;*
- *One fact and one move, with 1d6 each;*
- *One fact with 2d6.*

Note: *Making sure an action will be more likely to succeed (by rolling several d6) rather than relying only on the character's capacities (attitude modifiers) and attempting more actions or reactions (1d6 for each action) is of course a tactical choice. Nevertheless, it can also be a way to simulate a character's disposition (and thus be a role-playing element). That way you may know how steady –or how erratic– different characters are prone to be.*

Reach

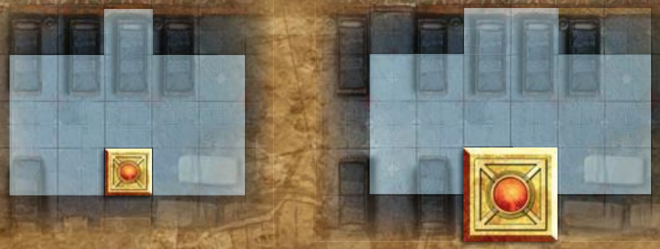
The reach is a number of squares that shows how far from his position a character's (PC or NPC) influence extends on the game board: (in order to grab an object, strike an opponent, etc). The reach is determined by adding the Size rating (Tiny, Short, Medium, Large, and Very Large) to a reach modifier. Usually, the reach modifier is a function of the weapon wielded by the character (for multiple weapons, use only the highest modifier). If the character is unarmed and empty-handed, use the reach modifier for his natural weapons (fists, feet, claws, teeth, tentacles, etc.). A fighter may grab an object, provided the object is within his reach and that his natural weapons allow him to do so.

Note: *Picking up a shield with horns is impossible, even if the horned character has enough reach.*

Weapon reach modifier:

- + 0 for a natural or short weapon;
- + 1 for a standard weapon;
- + 2 for a long weapon;
- + 3 for a pole weapon.

The reach modifier for a piece of equipment (notably a weapon) is not only an advantage, it is also a flaw, because it shows the number of free squares needed around a character to allow for the unrestrained wielding of the weapon. If the number of free squares is insufficient (adjacent or diagonal, visible or not), the character



REACH	SQUARES IN CONTACT
2 or less	Only the adjacent square in front of the character is considered in contact.
3	The visible and adjacent squares (front, left, right) are in contact. Diagonal squares are not.
4-5	All squares around and visible at a distance of 1 are considered in contact.
6	All the visible squares within a distance of 2, except the furthest diagonal squares, are in contact.
7 or more	All the squares around and visible within a distance of 2 (including diagonal squares) are in contact. Additionally, the square directly in front of the character at a distance of 3 is also in contact.

As it relies on reach and sight angles (see below), contact is not necessarily reciprocal. A Character may well be in contact of character B while B remains out of A's contact.

suffers from two kinds of penalties caused by the overcrowding:

- -2 to every roll simulating the use of the weapon (attacking, blocking...);
- -1 to every other roll.

Control zone

A character may attempt an action or a reaction on a number of squares that are collectively called the "**control zone**". This space depends on the character's reach and field of vision. The squares of the control zone that are inside the character's field of vision are said to be "**in contact**". The squares located beyond an obstacle are not considered in contact. This notion is essential for combat: unless specified otherwise, you may only attempt to strike an opponent who is in a square in contact. Some reactions are also allowed only if they respond to an action occurring inside the zone of control.

Additionally, **when a character moves into someone else's control zone, the remaining movement points are reduced to zero**. The player controlling the moving character may choose to spend another d6 to start moving again, but between those two facts, the character controlling the zone has an opportunity to use RP dice for a reaction, or to resolve a conditional action.

USING ABILITIES DURING AN OPPOSITION

In order to make a roll during an opposition, a player must draw from his pool a number of d6 equal or less to the level of the Ability used (**never more than the level of the Ability, even with "free d6"!**). The player then makes the roll with those d6 and adds the appropriate attitude modifier to the result (unless all dice turn up on ⚀).

Obviously, the d6 used for actions are drawn from the AP (action pool) and the d6 used for reaction are drawn from the RP (reaction pool). The difficulty that needs to be overcome is given by the rules or by an opponent's reaction move.

Rule of minimal cost

Unless specifically mentioned otherwise in the rules, it is always necessary to draw at least 1d6 from one of the pools in order to attempt any action or reaction during an opposition. Indeed, even 0d6 rolls cannot be done unless a d6 is spent to mark the attempt for its final result to be taken into account. A "free d6" is not enough!

Free d6

Some rules (attitude, gift, etc.) allow a character to enjoy "free" d6 on some rolls, thus reducing the number of dice needed from the pools and allowing the development of specific strategies for that character.

According to the rule of minimal cost, a free d6 cannot be used alone to make a roll (linked to a move). The free d6 must be associated with at least another d6 drawn from the pool.

On the other hand, a free d6 may be used on its own to use a fact. So the 1d6 facts linked to the attitude previously chosen by the player are always free.

IMPORTANT! *The total number of d6 used for a roll may never exceed the level of the Ability.*

FACTS

Facts are actions or reactions that involve spending d6 from the AP (only one d6 in most cases), but that do not need a roll to succeed. The d6 is a cost the player must pay in order for the character to undertake an action (move about for MOV points, open/close a door, etc.). This is the case for movements on the game board's squares. As the facts need no dice roll, they are not subjected to the rule of minimal cost. It is sometimes possible to accomplish a fact by spending 0d6.

ADDITIONAL ROLLS

Beyond the roll for the action itself, a character (PC or NPC) may have to make dice rolls to determine the consequences of an action (like the roll required to figure out the level of damage dealt by a successful strike). As a rule of thumb, **a roll is free when prescribed by the rules or when the GM asks for it** (like a Wound test, for example). If the player asks for the roll, the necessary dice are taken from the appropriate pool.

Examples:

- *A player fails a roll to simulate a character's attempt to move silently. As the character is likely to be heard by a guard, the player decides to make another roll in order to hide and avoid being spotted. The d6 for the second roll are drawn from the character's AP.*
- *A character unfortunately sets off a trap during his turn. In order to avoid the inconvenience, the character immediately reacts to the trap's action with the appropriate ability and dice from the RP.*
- *A character who has been poisoned needs to make a resistance roll, required –and granted– by the GM. No dice are taken from the pools for this "free" roll.*

RECOVERY

At the end of each round, the players keep the d6 they have left in the pool with the most dice left and obtain a number of new d6 equal to their characters' Potential (adjusted by the modifiers mentioned previously). As a result of the recovery phase, a character's pools may never increase to more than twice that character's Potential (unmodified).

ROUND IN, ROUND OUT

During an opposition, each round is divided into several phases.

Preparation phase

In the first round, every player has a number of d6 equal to his character's POT. The same goes for the GM's NPC. The GM may have several Potentials to manage. During the following rounds, the number of dice at one's disposal is the result of the previous round's recovery phase.

During the first round, everyone is in the attitude selected **at the beginning of the game session**. Most of the time, a scenario's key-NPC will have prescribed choices. The d6 and the attitudes are revealed simultaneously for everyone. Then the participants are arranged in "ascending" attitude order, according to the list on the character sheet. Those who behave Pugnaciously will speak first, then those who show Sleight, and so forth.

A character's attitude shows how that character will behave in an opposition. A character under the influence of Pugnacity will act boldly and passionately, and be prone to attack carelessly, whereas another with discipline will be more inclined to acts cautiously and observe.

If several characters have peculiarities allowing them to act before the declaration phase, they act in descending order of their attitudes and break ties using the procedure of the resolution phase.

In the next round, the speaking order remains unchanged, unless someone has changed attitude (see below) during the previous round.

A new participant always enters the opposition during the end of a round, unless he is surprised.

IMPORTANT! *The speaking order is not the order of resolution of action. A Pugnacious character speaks first, but he is not necessarily the quickest protagonist involved in the opposition (see below).*

Declaration phase

Each participant in turn announces the distribution of his d6 and splits them up into AP and RP.

For the players, the action and the reaction d6 are placed in the corresponding pool box on the character sheet.

If a participant who has several d6 puts them all in a single pool (action or reaction), he gains a + 1 modifier to the final results of every associated roll (action or reaction).

A participant who has only one d6 does not benefit from this single pool advantage.

No dice? *If a participant has no d6 in his pool at the start of the round, then he does not take part in the declaration phase and he cannot act or react during that round.*

Action resolution

Arrange the participants in descending AP order. The character with the greater number of d6 in his AP acts first. That character has the **initiative**.

The possible ties are broken by the attitude ranks: characters displaying Pugnacity go first, etc. If two characters have the same number of dice in their AP and the same attitude, the one with more d6 in his RP goes first. As a last resort, the character with the smallest Size goes first. If there is still a tie after all this, determine randomly who goes first.

The player who has the initiative acts first.

Each player announces and resolves his character's actions (facts and moves) one by one during his turn of initiative.

A player may choose to end his turn before all the d6 in his AP are spent. If a participant attempts **several moves during the same turn**, a cumulative penalty applies: -2 to the final result of the second move, -4 for the third move, -6 to the fourth, and so on. This penalty cannot be reduced, even if the participant decides to decrease the number of moves during the round.

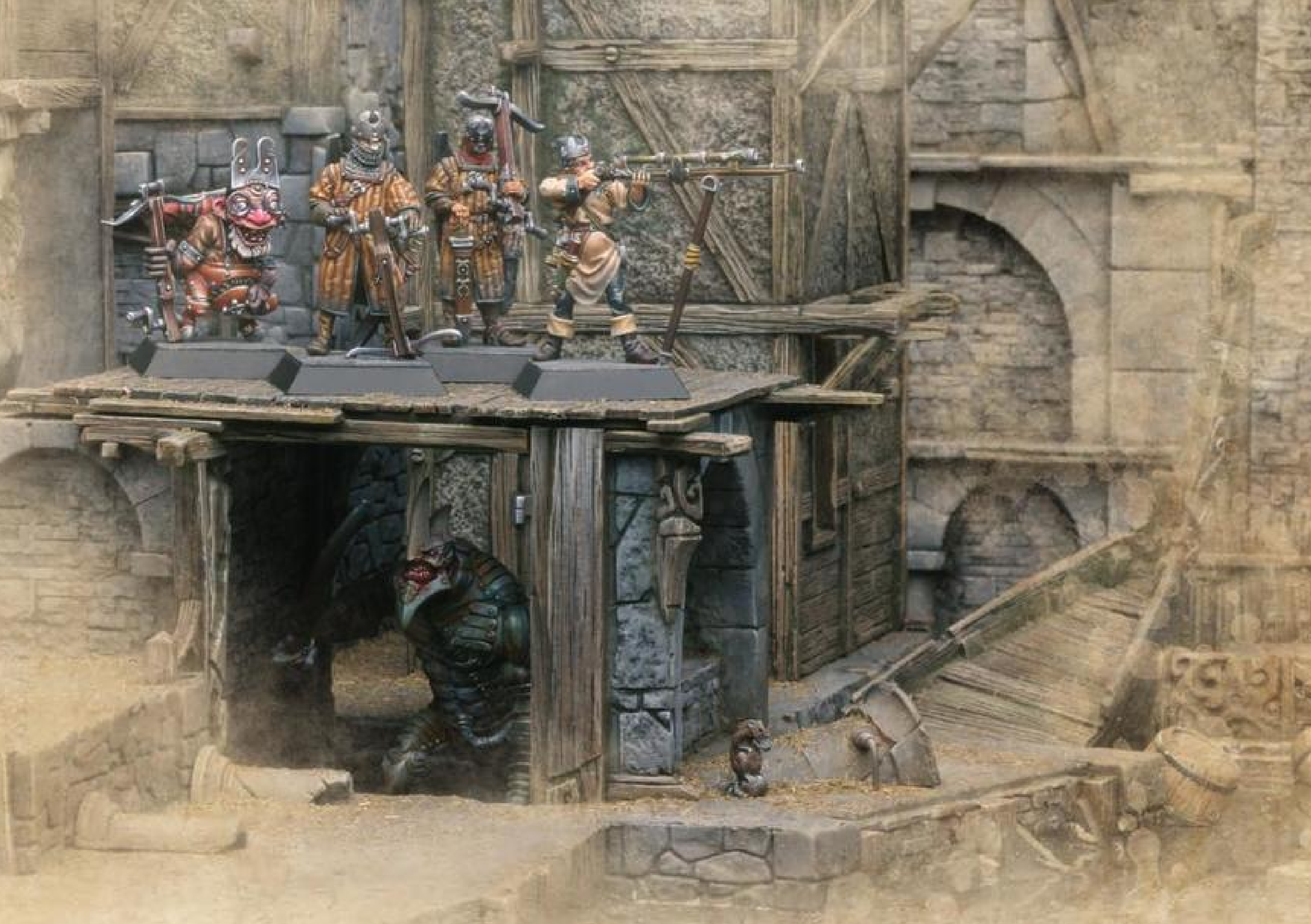
Example: *A player starts by moving (which is a fact), then he announces he will attack twice (two moves). The first attack roll suffers from no penalty, because movement is not considered a move. After that first attack, the character attacks a second time with a penalty of -2 to his final result, because this is his second move this round.*

Once a participant has stated all the variables of an action (including the number of d6 used and the optional gamble on the final result) –but before the dice are rolled for that action– all the legitimate opponents (those who are in contact) to the action may choose to **react** (or not) by spending a d6 from their RP. If several opponents wish to react, handle their reactions in an initiative order based on the number of dice in their RP. Break ties in the same way as for regular action initiative. You therefore need to anticipate the decisions of the other players!

Unless specified otherwise, it is not possible to use several reactions in response to the same action of a given opponent.

Example: *A blow struck only allows one attempt to dodge or parry by the same character. Therefore, it is not possible to try to dodge the same blow twice, or to dodge and then parry.*

- **If a participant attempts to make several reaction moves during the same round,** he suffers from a penalty of -2 to the second reaction move, -4 to the third, -6 to the fourth, and so on. Any conditional move previously announced is taken into account, making the first reaction move treated as if it was the second (with a -2 penalty).



Further reaction moves are treated likewise: a second reaction would get a penalty of -4 (as if it was the third), etc.

Note: *The reaction roll must be made once the reaction is announced, and before the action test, as the result of the reaction becomes the difficulty of the action attempted. Besides, a reaction is always a response to an action, never to another reaction.*

Conclusion phase

At the end of the round, the players may change their characters' attitudes before they determine how many d6 they will have to split up between AP and RP for the next turn.

Changing attitude: If a character has any d6 left (for actions or reactions) at the end of the round, before obtaining his Potential in new d6, that character may spend 1d6 to adopt a new attitude. This may be done even if no new participant enters the opposition.

When a game effect demands a change of attitude and gives a list of possible attitudes, the attitude must be changed even if the current attitude was in the effect's selection.

Example: *A character currently under the influence of Pugnacity suffers from a game effect that changes the attitude to a choice of Pugnacity or Sleight. That character has no choice; he must change his attitude to Sleight!*

Recovery: At the end of a round, unresolved conditional actions result in the loss of 1d6 from the RP, or from the POT recovery if the RP is empty. Afterward, the pool is restored by taking the unused d6 (from the action OR reaction pool). Only the d6 from the highest pool at the end of the round are kept. Then the pool is updated by adding POT d6 to the leftovers, to the upper limit of twice the Potential. Any excess d6 are lost.

Reminder: *AP + RP ≤ 2 x POT, before starting a new round.*

Specific evaluations: Each kind of opposition (confrontation, interaction, etc.) may necessitate a specific evaluation at the end of each round (for example, health status after a fight).

During their following declaration phase, all the participants divide their new pool (the remainder of the previous round's highest pool, plus their POT) between AP and RP. Before that, the new participants (if any) enter the opposition.

EXPERIENCE

During their adventures, the free leaguers learn from their errors, discover new "tricks" and gain mastery. The acquisition and the management of experience points (XP), according to the detailed rules below, simulate this continuous learning.

EARNING EXPERIENCE

The exact modalities of experience earning are detailed in the supplement *Secrets* because they are only for the GM to read. During the first games, the players only need to remember the following points:

- XP are always won in multiples of one hundred;
- XP are gained when PC carry out the objectives of the scenario;
- XP are given at the end of every game session;
- A character can never lose XP.

OPTIONAL: DUCATS FOR XP

To learn on the job is not the only means of progress. PC can also pay for the services of a trainer or buy books dealing with the discipline that interests them. Therefore, it is possible to convert the ducats of a character into XP.
It is necessary to spend 1000 D (Ducats) to obtain 100 XP. This expense represents the use of paying services, presents offered in exchange for advice, the equipment used in training, etc. It generally takes one week to gain 100 XP, but the GM is free to modify this period one way or another.

SPENDING EXPERIENCE

Between each game session, a player can freely spend the XP of his character to acquire new advantages or improve the ones he already possesses. All the progressions explained below are immediate: the process of maturation of the character, however long it is, takes place during the acquisition of XP, not during the spending of the gained points.

Trades and Abilities

To progress in the mastery of a trade is the only means for a character to acquire new special capacities, new abilities or to improve his experience or to boost his POT.

Therefore, the player has to first select the trade on which his character concentrates its efforts. It can be any trade, but for the oddest trades (Voyager, Engineer, etc.) the GM can impose on the PC to find a mentor during a scenario. This choice comes along with an expense of **100 XP** to be allowed. The player can then write down the changes. He keeps the possibility of acquiring the advantages linked to the trade in question as long as he wishes to.

If the character is new to the trade, he can learn the talents or the advantages of rank 1.

If the character already has acquired ranks in this trade, he can learn the talents or the advantages of the following rank. In both cases, spending **500 XP** allows one of the following bonuses:

- To obtain a + 1 in one of the abilities or the fields of knowledge concerned;
- To obtain a special advantage linked to the rank.

A character cannot acquire a + 1 bonus several times for the same ability. He cannot increase a talent or a field of knowledge beyond 5 either. If the player **has to** choose to increase such a talent or knowledge, he can exceptionally increase once more the ability or knowledge, even if the ability/knowledge was already increased or will be afterward.

When a PC acquired a + 1 in all the talents and the fields of knowledge of the trade rank (as well as all the advantages), he gains the next trade rank level. The player notes the rank on his character sheet. The POT of the character is reevaluated, according to the formula used during the character creation.

Next, the player can choose another trade in which to progress (or choose the same as the previous to develop the superior rank). This new choice has the same cost of 100 XP.

The player can also choose to learn a new trade before having completed his progress. This new choice costs 100 XP and cancels the precedent. The character keeps the profit of the previous spending of XP, but cannot progress any more in the abandoned trade.

Magicians and experience

When he acquires a new ability "Incantate/special (Element)" or a new knowledge (Path of magic), a character having ranks in an incantation related trade can acquire the mastery of a new Element or a new path of magic. Although he is not confined to the way of his culture of origin, he is still limited by it.

Thus, a character can only master that Elements and paths of magic indicated in the box corresponding to his culture of origin and to his highest rank of incantation.

It is possible to avoid these limitations. Yet, it requires finding a qualified trainer during a scenario, possibly foreseen for that purpose by the GM.

Faithful and experience

A character can never belong simultaneously to two cults. On the other hand, the GM can authorize a character to change conviction. Though it might require a whole adventure because it is a deep change in the life of the faithful: neither the gods nor the believers appreciate it when someone denigrates their cult!

Attitudes

Independently of the progress in the trades, a player can improve the attitude values of his character. Spending **5000 XP** grants one + 1 to any chosen attitude. A player cannot increase the value of an attitude beyond + 5, or + 7 if the attitude is favored by the characters race.

Distinctive features

The adventures lived by the free leaguers constitute many deeply moving or traumatizing experiences capable of changing the characters, and thus their distinctive features.

By spending **2 000 XP**, a player can endow his character with a new distinctive feature, or transform a distinctive feature already possessed into a feat.

Spells and miracles

When he acquires a + 1 in a knowledge related to any Path of magic, and if he possesses the ability Incantate which goes with it, a character can learn a spell of the concerned path. Also, when he gains a + 1 to Alter, Create or Destroy (Aspect abilities), the character can learn a miracle from a litany open to him.

In both cases, this learning doesn't require the spending of XP; the increase of the considered talent already simulates the intellectual and mystic maturation of the character. On the other hand, the latter has to get himself a parchment, a book of spells or a holy scroll allowing him to memorize the new spell or miracle. This acquisition costs 100 Ducat (D) (sum to be multiplied by the difficulty of the spell or the miracle).

Besides, a character can learn a new spell or a new miracle even when the knowledge Path of magic or the ability of corresponding Aspect does not increase.

To manage this, the character has to find a professor capable of teaching him the new spell or miracle. This can be staged during a game or left with the appreciation of the GM. The professor can require a favor in return or simply the payment of 500 D (sum to be multiplied by the difficulty of the spell or miracle). The training lasts one week, but the GM can modify this duration.

Contacts

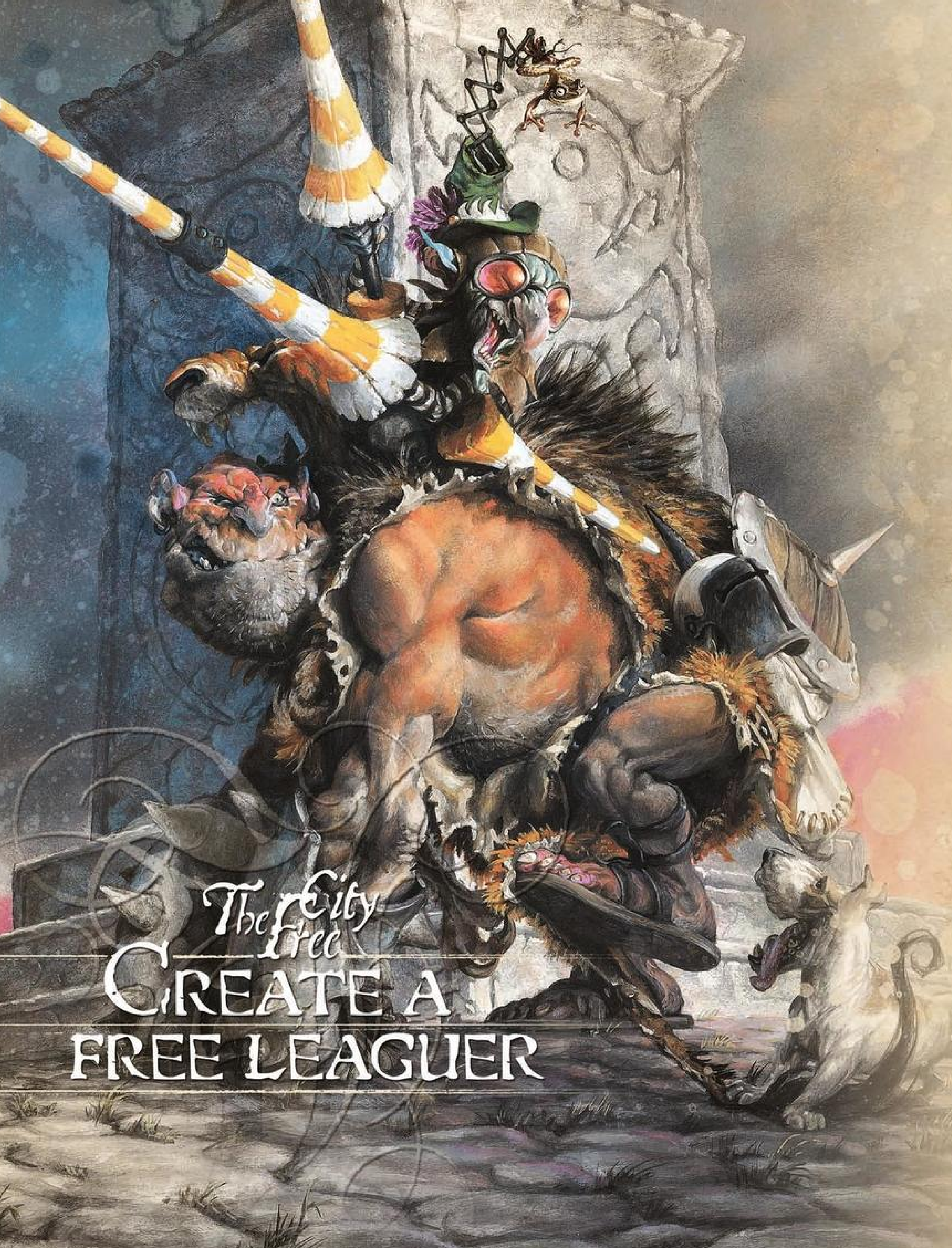
When he looks back on the challenges which he just overcame, a character doesn't have to be self-interested; he can pay attention to the others!

By spending **500 XP**, a player can also increase by a point the Intimacy level shared with one of his contacts.

FREE!

It is the exception which proves the rule. At the end of the first scenario, the group of players (including the GM) discusses the way each played his character. A free distinctive feature is then given to each of them through a vote of the players. If this vote is unsuccessful, the GM makes the decision.

Working on a trade	**100 XP**
+ 1 in a talent or a knowledge	**500 XP**
Trade Advantage	**500 XP**
+ 1 in an attitude	**5000 XP**
Acquire a distinctive feature	**2000 XP**
Make a distinctive feature a feat	**2000 XP**
New contact	**500 XP**
+ 1 in the Intimacy of a contact	**500 XP**



The City Free

CREATE A FREE LEAGUER

The crooked boat pitched dangerously as it neared the coast. The elf stood by the rail and contemplated the city growing larger, its heights towering towards the clouds. He could imagine the dark alleys, the stuffy homes and the underground ways, rumored cursed, of the Jewel of Lanever.

The elf's presence had bothered the crew of goblin smugglers, yet the Cynwall had tried his best to hide his origins, which was probably what had troubled the runners the most. One had to know the Lanever elves very well to identify their distinctive traits on an anonymous face, but the sailors were wary as soon as the passenger got on board. Their nervousness hadn't stopped growing as the sloop crept dangerously close to the cliffs. The elf was really a Cynwäll, yet his expression betrayed his anxiety and his exitment which were anything but usual for a member of his austere race.

The exile leapt to the beach. He took a few gold coins from various nations from across Aarklash and gave them to the goblins. Then he tightened the straps on his backpack and checked if the pitons and the gun he would soon need, were still tied to his belt. He congratulated himself on keeping the money he had gained as a soldier of the Republic. A quick nod to the runners who were already sailing away and, with a jump that only a Wolfen would have been capable of, started climbing the Wall of Earth.

The rock was cutting his hands, even through his leather gloves. It was a difficult ascension, but a necessary one. The elf had fled his country and didn't dare face an administration of some sort, much less those guilds. Rumors said they were allied to every race on Aarklash, including those of Darkness.

Even though he didn't want to admit it to himself, he needed that ascension to bury his past. Only now did he realize, half-way up, the paradox of that impulse: it was because of that very past that he could manage the climb. He never could've managed without his long career in the Lanever army. Each of the motions he was repeating today he had learned from an older soldier who had been more preoccupied by the teachings of the Ngësis than he was. The Cynwäll banished the thought, calling upon the capacity for concentration which the philosophy he wished so much to forget had granted him. Another paradox, he thought.

He finally reached the top of the Wall of Earth. From there, he could see almost the entire city. The elf was dead tired, but his goal was in sight: the hall of leagues, where he would be able to swear fealty to the Duke. He would then be protected by a simple gold blood stained coin. Of course, he'd have to risk his life for a city in which he wasn't even born, but that didn't matter: he'd live an adventurous life and have a new name.

Every player other than the GM must create one of the famous free leaguer from the City of thieves. The creation of this character is done through questions which each player must answer, choosing one of the possibilities offered by the rules. Depending on the choices made, the free leaguer will develop in many ways to become a unique inhabitant of the City of thieves. Each question becomes a step in the creation of this singular character.

Note: ***The GM may also use this chapter to create the NPC in his scenarios.***

During the character creation, six steps will allow the free leaguer to gain ability levels, contacts and material.

These gains are cumulative.

The best solution is still to pick a Miniature to represent your character before detailing him through the following steps. Modelists will be able to have fun converting a miniature into a unique piece: the representation of their character.

The character's identity is then often created. Who is he? Where is he from? What's his name? His character? His history? His motivations? Why is he in Cadwallon? If he immigrated here, did he flee the Rag'Narok to seek riches or try to be forgotten by his family or his creditors? Does he have friends? Enemies? Rivals?

Even if these details have little importance in regards to the rules, they are at the heart of the scenario's existence, as *Cadwallon* is a role playing game, a form of entertainment where the goal is to imagine yourself living in the City of thieves as a free leaguer. All these "role" aspects give depth to the characters and the games. Not to mention that the GM will use them in his scenarios.

FIRST CONTACT

This first section presents step by step how to create a character. These steps are explained in detail further on.

1/ THE ORIGINS

Where is my character from?

The player must first decide if his character was born in Cadwallon or not. In the former case, he's then a **native**, in the latter case, an **exile**. There are no right or wrong choices to be made here. Natives are better integrated in Cadwallon but don't relate as much to the conflicts which are tearing Aarklash apart. The exiles have greater stakes in the Rag'Narok and thus have an easier time getting help from the better known warriors in Aarklash.

Afterwards, the player chooses the **race** which his character belongs to. He can pick the ogres only if he's a native. The race of the character influences one of his attitudes, determines his Size and his natural weapons. It restricts the cultures to which he has access, as, throughout the continent, not every culture has been integrateed by every communities. Above all, it also gives the character a distinctive feature, which may be traded for the one belonging to his culture.

2/ THE CULTURES

How was my character educated?

The **cultures** detail the values the character has been taught by those who have met him and who have influenced him as he grew to maturity (parents, friends, teachers or mentors, opponents...), as well as challenges he has had to face (games, trials, travels...). The player must look at the different cultures available to his character and select one.

- **If the character is a native,** he has to be of Cadwë culture. It must then be decided if he lives in the upper-city or lower-city.
- **If the character is an exile,** he is from one of the cultures allowed by his race. The latter are not equally spread across the continent of Aarklash, currently burning with the fires of the Rag'Narok. Each culture is linked to a totem.

The culture modifies the characteristics of the character and gives him abilities, as well as a cultural contact. Moreover, each culture allows a chance to change or not the **distinctive feature**, which was gained during the previous step. If the feature offered in this step is the same as the one from the race, there's no choice to be made, but the feature then becomes a feat (see below). At the end of this step, the character has either a distinctive feature or a feat.

3/ TRADES AND ABILITIES

What did my character do before the league?

Trades represent activities practiced on Aarklash. They define the characters' knowledge and are split in groups, symbolizing the divisions of Cadwë society: exploration, confrontation, interaction, incantation, divination and revolution. Each **trade** is divided in six ranks, simulating professional expertise.

Free leaguers get **three trade ranks** at the time of their creation, as only the most deserving may become free leaguers. The others are sent away during the probation period before the oath!

The player gets to split these three ranks among the trades he chooses, possibly even three times the same trade. The rank of a character in any given trade is equal to the amount of ranks he has in that trade.

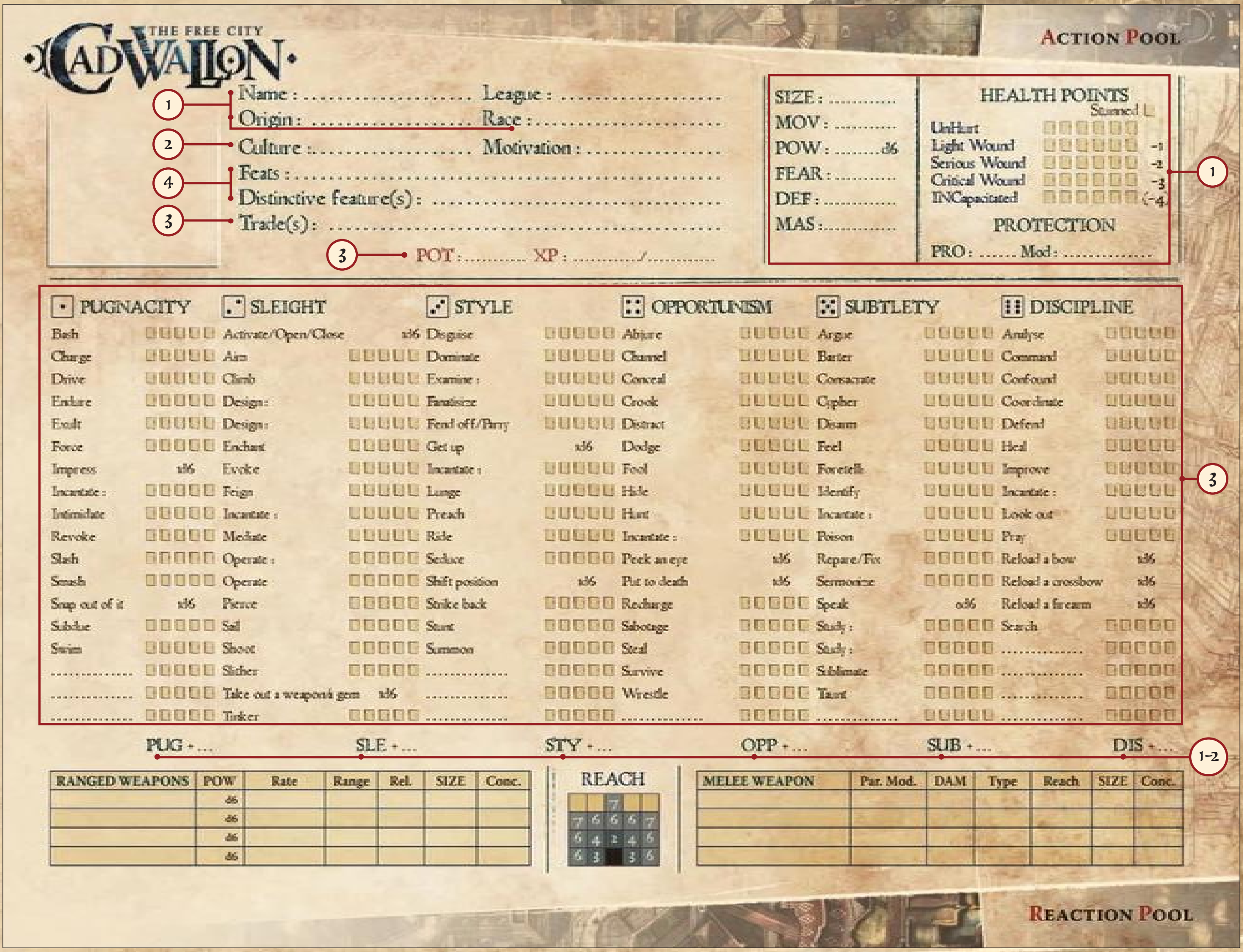
Rules-wise, a trade gives talent levels, as well as equipment and ducats. The **Potential** (POT) of a character is equal to the total of his ranks of his two best trades. It measures the capacity of the character to act while being opposed.

4/ THE DISTINCTIVE FEATURES

What characterizes my character?

A character is not just a race, a culture and trades shared by others. He also has "a little something", which makes him unique. This difference comes from the distinctive features of the character: pairs of advantages and obligations, which give him depth. When a feature is gained or selected a second time, it loses its negative side and becomes a feat. A **feat** is therefore a distinctive feature without its obligation.

During this step, the player selects **another** distinctive feature. This may be a feature already given. Thus, depending on the selections in step 2/, **a starting free leaguer may have two distinctive features, or one feat and one distinctive feature.**



THE FREE CITY CADWALLON

ACTION POOL

① Name : …………………… League : ……………………
① Origin : …………………… Race : ……………………
② Culture : …………………… Motivation : ……………………
④ Feats : ……………………………………………
④ Distinctive feature(s) : ……………………………………
③ Trade(s) : ……………………………………………
③ POT : ………… XP : …………/…………

SIZE : …………
MOV : …………
POW : ………d6
FEAR : …………
DEF : …………
MAS : …………

①

HEALTH POINTS

Stunned ☐

UnHurt	☐☐☐☐☐☐	
Light Wound	☐☐☐☐☐☐	-1
Serious Wound	☐☐☐☐☐☐	-2
Critical Wound	☐☐☐☐☐☐	-3
INCapacitated	☐☐☐☐☐☐	(-4)

PROTECTION

PRO : ……. Mod : ……………

③

PUGNACITY		SLEIGHT		STYLE		OPPORTUNISM		SUBTLETY		DISCIPLINE	
Bash	☐☐☐☐☐	Activate/Open/Close	1d6	Disguise	☐☐☐☐☐	Abjure	☐☐☐☐☐	Argue	☐☐☐☐☐	Analyse	☐☐☐☐☐
Charge	☐☐☐☐☐	Aim	☐☐☐☐☐	Dominate	☐☐☐☐☐	Channel	☐☐☐☐☐	Barter	☐☐☐☐☐	Command	☐☐☐☐☐
Drive	☐☐☐☐☐	Climb	☐☐☐☐☐	Examine :	☐☐☐☐☐	Conceal	☐☐☐☐☐	Consacrate	☐☐☐☐☐	Confound	☐☐☐☐☐
Endure	☐☐☐☐☐	Design :	☐☐☐☐☐	Fanaticize	☐☐☐☐☐	Crook	☐☐☐☐☐	Cypher	☐☐☐☐☐	Coordinate	☐☐☐☐☐
Exalt	☐☐☐☐☐	Design :	☐☐☐☐☐	Fend off/Parry	☐☐☐☐☐	Distract	☐☐☐☐☐	Disarm	☐☐☐☐☐	Defend	☐☐☐☐☐
Force	☐☐☐☐☐	Enchant	☐☐☐☐☐	Get up	1d6	Dodge	☐☐☐☐☐	Feel	☐☐☐☐☐	Heal	☐☐☐☐☐
Impress	1d6	Evoke	☐☐☐☐☐	Incantate :	☐☐☐☐☐	Fool	☐☐☐☐☐	Foretell	☐☐☐☐☐	Improve	☐☐☐☐☐
Incantate :	☐☐☐☐☐	Feign	☐☐☐☐☐	Lunge	☐☐☐☐☐	Hide	☐☐☐☐☐	Identify	☐☐☐☐☐	Incantate :	☐☐☐☐☐
Intimidate	☐☐☐☐☐	Incantate :	☐☐☐☐☐	Preach	☐☐☐☐☐	Hunt	☐☐☐☐☐	Incantate :	☐☐☐☐☐	Look out	☐☐☐☐☐
Revoke	☐☐☐☐☐	Mediate	☐☐☐☐☐	Ride	☐☐☐☐☐	Incantate :	☐☐☐☐☐	Poison	☐☐☐☐☐	Pray	☐☐☐☐☐
Slash	☐☐☐☐☐	Operate :	☐☐☐☐☐	Seduce	☐☐☐☐☐	Peek an eye	1d6	Repare/Fix	☐☐☐☐☐	Reload a bow	1d6
Smash	☐☐☐☐☐	Operate	☐☐☐☐☐	Shift position	1d6	Put to death	1d6	Sermonize	☐☐☐☐☐	Reload a crossbow	1d6
Snap out of it	1d6	Pierce	☐☐☐☐☐	Strike back	☐☐☐☐☐	Recharge	☐☐☐☐☐	Speak	1d6	Reload a firearm	1d6
Subdue	☐☐☐☐☐	Sail	☐☐☐☐☐	Stunt	☐☐☐☐☐	Sabotage	☐☐☐☐☐	Study :	☐☐☐☐☐	Search	☐☐☐☐☐
Swim	☐☐☐☐☐	Shoot	☐☐☐☐☐	Summon	☐☐☐☐☐	Steal	☐☐☐☐☐	Study :	☐☐☐☐☐	……………	☐☐☐☐☐
……………	☐☐☐☐☐	Slither	☐☐☐☐☐	……………	☐☐☐☐☐	Survive	☐☐☐☐☐	Sublimate	☐☐☐☐☐	……………	☐☐☐☐☐
……………	☐☐☐☐☐	Take out a weapon's gem	1d6	……………	☐☐☐☐☐	Wrestle	☐☐☐☐☐	Taunt	☐☐☐☐☐	……………	☐☐☐☐☐
……………	☐☐☐☐☐	Tinker	☐☐☐☐☐	……………	☐☐☐☐☐	……………	☐☐☐☐☐	……………	☐☐☐☐☐	……………	☐☐☐☐☐

PUG + … SLE + … STY + … OPP + … SUB + … DIS + … ①–②

RANGED WEAPONS	POW	Rate	Range	Rel.	SIZE	Conc.
	d6					
	d6					
	d6					
	d6					

REACH

		7		
7	6	6	6	7
6	4	2	4	6
6	3	■	3	6

MELEE WEAPON	Par. Mod.	DAM	Type	Reach	SIZE	Conc.

REACTION POOL

5/ EQUIPMENT

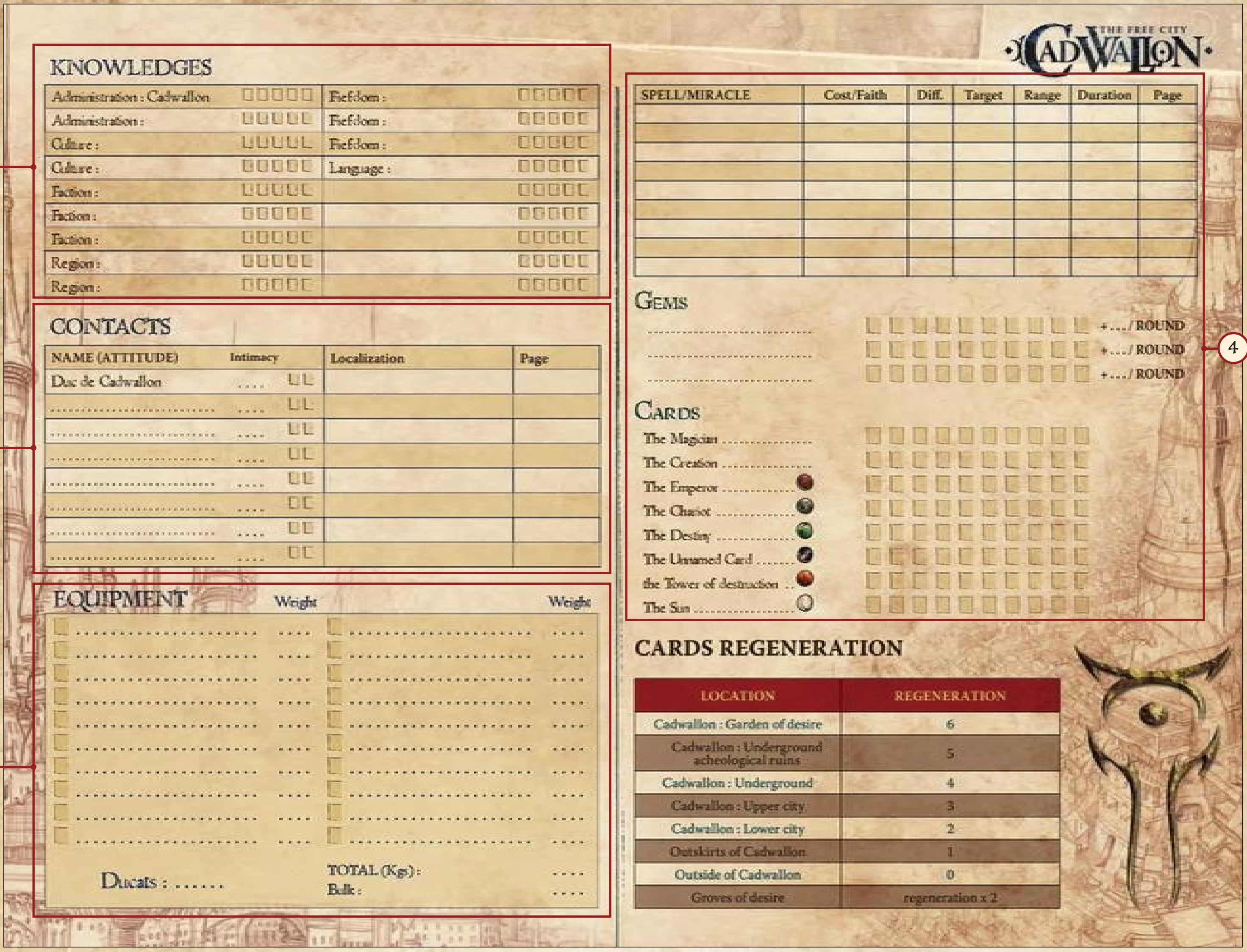
What belongings does my character have?

Equipment covers all that a character owns. This means three types of belongings: the character's fortune (the ducats he currently has), equipment per se (what he's carrying), and lifestyle (where he lives, how he's dressed and what he eats).

The belongings the character owns come in part from his family, his work and/or from "good deals" he may have made anytime from the day before to years ago. However, the player is invited to personalize his character's equipment: the sword he uses may be his "lucky" sword, which was given to him by his officer after the battle of Kaïber as a reward for showing great courage.

Each trade gives the character equipment (see step /3) and an amount of ducats, which is money the character has saved. These gains are cumulative, but only during the character's creation; afterwards, the character gains no equipment when he gains a trade rank.

During this step, the player selects the equipment from the choices given by his selected trade(s). He can also buy equipment with his accumulated ducats. However, he cannot buy an item with an Availability above 9, whether it might be by paying for it or by selecting it among the choices offered by his trade(s).



THE FREE CITY CADWALLON

KNOWLEDGES

Administration : Cadwallon	☐☐☐☐☐	Fiefdom :	☐☐☐☐☐
Administration :	☐☐☐☐☐	Fiefdom :	☐☐☐☐☐
Culture :	☐☐☐☐☐	Fiefdom :	☐☐☐☐☐
Culture :	☐☐☐☐☐	Language :	☐☐☐☐☐
Faction :	☐☐☐☐☐		☐☐☐☐☐
Faction :	☐☐☐☐☐		☐☐☐☐☐
Faction :	☐☐☐☐☐		☐☐☐☐☐
Region :	☐☐☐☐☐		☐☐☐☐☐
Region :	☐☐☐☐☐		☐☐☐☐☐

CONTACTS

NAME (ATTITUDE)	Intimacy		Localization	Page
Duc de Cadwallon	....	☐☐		
....	....	☐☐		
....	....	☐☐		
....	....	☐☐		
....	....	☐☐		
....	....	☐☐		
....	....	☐☐		
....	....	☐☐		

EQUIPMENT

		Weight			Weight
☐	....	....	☐	....	....
☐	....	....	☐	....	....
☐	....	....	☐	....	....
☐	....	....	☐	....	....
☐	....	....	☐	....	....
☐	....	....	☐	....	....
☐	....	....	☐	....	....
☐	....	....	☐	....	....
☐	....	....	☐	....	....
☐	....	....	☐	....	....

Ducats : ......

TOTAL (Kgs) : ....
Bulk : ....

SPELL/MIRACLE	Cost/Faith	Diff.	Target	Range	Duration	Page

GEMS

....	☐☐☐☐☐☐☐☐☐☐	+ .... / ROUND
....	☐☐☐☐☐☐☐☐☐☐	+ .... / ROUND
....	☐☐☐☐☐☐☐☐☐☐	+ .... / ROUND

CARDS

The Magician	☐☐☐☐☐☐☐☐☐☐
The Creation	☐☐☐☐☐☐☐☐☐☐
The Emperor .... ●	☐☐☐☐☐☐☐☐☐☐
The Chariot .... ●	☐☐☐☐☐☐☐☐☐☐
The Destiny .... ●	☐☐☐☐☐☐☐☐☐☐
The Unnamed Card .... ●	☐☐☐☐☐☐☐☐☐☐
the Tower of destruction .. ●	☐☐☐☐☐☐☐☐☐☐
The Sun .... ○	☐☐☐☐☐☐☐☐☐☐

CARDS REGENERATION

LOCATION	REGENERATION
Cadwallon : Garden of desire	6
Cadwallon : Underground acheological ruins	5
Cadwallon : Underground	4
Cadwallon : Upper city	3
Cadwallon : Lower city	2
Outskirts of Cadwallon	1
Outside of Cadwallon	0
Groves of desire	regeneration x 2

6/ MOTIVES OF THE FREE LEAGUERS

Free leaguer?

The PC in a game are all part of the same league. Once the group has chosen the league's name, each player writes that name on their character sheet.

However, there is a choice that players must make for their characters: the reason why that character has chosen to become a free leaguer. Thus, every player selects a **motive** unique to his character.

The free leaguers have abilities and knowledges in common due to the missions they undertake for the City of thieves and its Duke. Many abilities or knowledges represent these shared attributes.

This step represents the last few weeks in the life of the character, since he became a free leaguer. The PC have had enough time to get to know one another and *somewhat* trust one another. (Everyone will interpret what "somewhat" means in their own way!) However, the members of a league may not have become free leaguers at the same time – some may have joined the league after its creation by the others.

As soon as every player, with the exception of the GM, has a character, they are ready for adventure. All that is left is for the GM to offer them a scenario.

1/ THE ORIGINS

During the first step of character creation, the player chooses if his character is a native or an exile before choosing his **race of origin**. He then writes down the secondary characteristics given by the latter on his character sheet.

ATTITUDES

The attitudes show the skill with which a character may successfully use this or that behavior. **At the beginning of character creation, all attitudes are worth +2.** By the end of creation, they will vary between +2 and +5.

A character may no longer use an ability favored by an attitude with a score equal to or below 0.

- **Pugnacity (PUG)** measures the ardor and energy of a character, as well as his capacity to follow his instincts. This attitude, with a point added to it, gives the FEAR of the character if he can cause it.
  A PUG below +2 is often a sign of weakness, sentimentality and passivity.
  A PUG above +2 allows a character to oppose constraints in a given situation.
  A PUG below or equal to 0 means that the character may no longer inflict Damage rolls.
  The "Pugnacity" characteristic is more common among barbaric cultures and roughnecks.

- **Sleight (SLE)** measures the skill of the character and his precision and mastery over his movements and thoughts.
  A SLE below +2 is often a sign of negligence, hastiness and clumsiness.
  A SLE above +2 allows a character to avoid constraints in a given situation.
  A SLE below or equal to 0 means that the character may no longer move.
  The "Sleight" characteristic is more common among warriors from civilized cultures and archers.

- **Style (STY)** measures the creativity and eloquence of a character as well as the ability to entertain an audience and never look ridiculous.
  A STY below + 2 is often a sign of bad taste, brusqueness and lack of empathy.
  A STY above + 2 allows a character to ignore the constraints in a given situation.
  A STY below or equal to 0 means that the character may no longer interact with others.
  The "Style" characteristic is more common among duelists and nobles.

- **Opportunism (OPP)** measures the wits and the attention of the character, as well as his capacity for keeping his best interests at heart, to be at the right place and act at the right moment. The characters' **Defense (DEF),** which is by default the difficulty of confrontation actions taken against the character, is equal to OPP +1.

RACES OF ORIGIN

RACE	SIZE	FAVORED ATTITUDE	HP/#	MOV	POW (CC)	NATURAL WEAPONS	DISTINCTIVE FEATURES
Dwarf	2	DIS +2	3	3	2	Fists	Hard boiled
Elf	3	STY +2	3	5	3	Fists	Concentration or Regeneration or Toxic
Human	3	SUB +2	3	4	3	Fists	Fanaticism or War fury or Bravery
Goblin	2	OPP +2	2	4	2	Fists and teeth	Survival instinct
Orc	3	SLE +2	3	4	4	Fists and fangs	Brutal
Ogre	4	DIS +2	4	5	5	Fists and fangs, FEAR	Brutal or Hard boiled or Sequence
Wolfen	4	PUG +2	4	6	4	Claws and fangs, FEAR	Born killer

An OPP below +2 is often a sign of slowness, servility and thoughtlessness.

An OPP above +2 allows a character to turn the constraints of a given situation to his advantage.

An OPP below or equal to 0 means that the character may no longer defend himself.

The "Opportunism" characteristic is more common among thieves and brigands.

- **Subtlety (SUB)** measures the ruse and the capacity for analysis in a character, as well as his capacity to think ahead of time and act on a long-term basis.

  A SUB below +2 is often a sign of stupidity, impulsiveness and lack of forethought.

  A SUB above +2 allows to solve the constraints in a given situation.

  A SUB below or equal to 0 means that a character may no longer use his knowledge.

  The Subtlety characteristic is more common among wise men, scholars and diplomats.

- **Discipline (DIS)** measures the rigor and the team spirit of a character, as well as his capacity to organize himself and act as part of a group. The **Mastery (MAS)** of a character, which is by default the difficulty for interactions targeting the character, is equal to DIS +1.

  A DIS below +2 is often a sign of laziness, inconsistency and lack of charisma.

  A DIS above +2 allows to adapt to the constraints in a given situation.

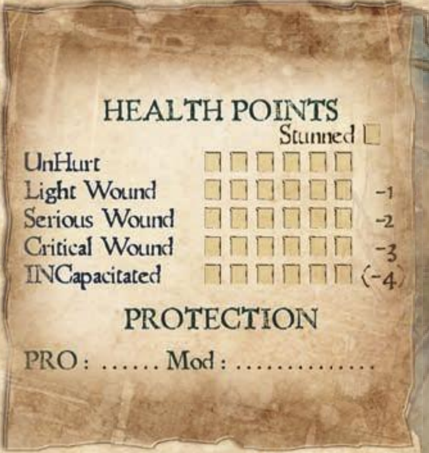
  A DIS below or equal to 0 means that the character may no longer make decisions alone.

  The Discipline characteristic is more common among military officers and strategists.

SECONDARY CHARACTERISTICS

The **Size** of a character is measured by his **(SIZE)** value, which is between 1 and 5. Combined with the race, this determines the other secondary characteristics of the character.

The number of **health points (HP)** is the amount the character has for each of his health levels (#). In theory, a character has five health levels: Unhurt (UN), Light Wound (LW), Serious wound (SW), Critical wound (CW) and Incapacitated (INC), before death (sixth and "ultimate" health level).



HEALTH POINTS

Stunned ☐

UnHurt	☐	☐	☐	☐	☐	☐	
Light Wound	☐	☐	☐	☐	☐	☐	-1
Serious Wound	☐	☐	☐	☐	☐	☐	-2
Critical Wound	☐	☐	☐	☐	☐	☐	-3
INCapacitated	☐	☐	☐	☐	☐	☐	(-4)

PROTECTION

PRO : ...... Mod : ....

Movement (MOV) indicates the number of squares a character moves normally when he Moves (see Exploration).

Power (POW) indicates the number of d6 which must be rolled to determine the damages inflicted by a warrior in melee combat. The final result of such a roll is always modified by the weapon used, even if natural, (+DAM) and the opponent's protection (-PRO). This is referred to as the **Strength (STR)** of the attack.

STR = (POW) d6 + DAM -PRO

2/ CULTURES

Each culture of origin gives four types of benefits to the characters.

- Modifiers for attitudes favored by the culture in question;
- Modifiers of +2 for three abilities and one knowledge;
- The following knowledge skills: "Culture (culture of origin) +2", "Language (mother tongue or Cadwë for natives of the Free City) +2" and "Region (region of origin) +2";
- A contact belonging to the culture indicated on the table with Intimacy: 2
- A distinctive feature or a feat.

If the character is a native, the player selects a Cadwë culture (upper or lower city). Otherwise, he selects a culture from the following table, according to the race of the character. He then checks the corresponding table to find the informations regarding the origins of his character.

Reminder: *Ogres can be from nowhere else but in Cadwallon. They are from either the upper-city or the lower-city.*

RACES AND CULTURES OF EXILES

	ALLIANCES		
Race	**Light**	**Darkness**	**Destiny**
Dwarf	Griffin	Hydra *Spider* *Ram* *Scorpion* *Stag*	Boar
Elf	Dragon *Griffin* *Lion*	Spider *Ram* *Hydra* *Scorpion*	Scarab *Wolf*
Goblin	None	None	Rat *Jackal* *Hyena*
Human	Griffin Minotaur Lion *Dragon*	Ram Scorpion Stag *Hydra* *Spider*	*Boar* *Hyena*
Orc			Jackal *Rat* *Hyena*
Wolfen		*Stag*	Wolf Hyena *Jackal* *Rat* *Scarab*

Note: *The cultures in italics are in minority. For example, few elves from the Path of Light are not from Dragon culture but come from Griffin or Lion culture.*

RACES AND CULTURES OF EXILES

CULTURE	USUAL NAME	PROTOCOLAR NAME	REGION	LANGUAGE	CULT	ABBREVIATION
Boar	Tir-Nâ-Bor Dwarves	The Defenders of Tir-Nâ-Bor	Ægis	Gheim's tongue	Odnir/Uren	DW
Dragon	Cynwäll Elves	The Republic of Lanever	Lanever	Cynwäll	Noësis	CY
Griffin	Griffins of Akkylannia	The Empire of Akkylannia	Akkylannia	Akkylannian	Merin	GR
Hydra	Mid-Nor Dwarves	The Possessed of the Abyss	Underworld	Underworld Dialect	Mid-Nor	MN
Hyena	Devourers of Vile-Tis	The Disciples of the beast	Caer Laern	Wolfen	Vile-Tis	DV
Immobilis	Cadwallon	The free City of Cadwallon	Cadwallon	Cadwë		CAD
Jackal	Bran-Ô-Kor Orcs	The Bran-Ô-kor Braves	Bran-Ô-Kor	Orc	Jackal	OR
Lion	Lions of Alahan	The Kingdom of Alahan	Alahan	Barhan	Arïn	LI
Minotaur	Sessair Kelts	The Barbarians of Avagddu	Avagddu	Kel's tongue	Danu	BA
Ram	Undead of Acheron	The Limbo of Acheron	Acheron	Dark	Salaüel	UN
Rat	Goblins of No-Dan-Kar	The No-Dan-Kar Rats	No-Dan-Kar	Goblin	Rat	GB
Scarab	Daïkinee Elves	The Quithayran Guardians	Quithayran	Daïkinee	Earhë	DK
Scorpion	Alchemists of Dirz	The Empire of Syharhalna	Syharhalna	Syhar	Arh-Tolth	SC
Spider	Akkyshan Elves	The Web of Ashinan	Ashinan	Akkyshan	Lilith	AK
Stag	Drune Kelts	The Seers of Caer Maed	The black woods	Drune	Cernunnos	DR
Wolf	Wolfen of Yllia	The Children of Yllia	Diisha	Wolfen	Yllia	WF

Boar: The defenders of the Ægis are almost all dwarves. Faithful to their reputation, they are hard-headed and sour. They are also skilled engineers in the field of steam technology.

Dragon: The Republic of Lanever is home to the elves fighting for Light. Their philosophy and their dragon allies are advantages envied by their human allies.

Griffin: The Empire of Akklyannie gathers humans and dwarves who try to convert all the races of the continent to their belief in the unique and fiery god: Merin.

Hydra: The Possessed of the Abyss are animated by a unique conscience, the Despot. Those who represent them in the free City are renegades freed of the despot's will by some facetious demons.

Hyena: The disciples of the Beast are Wolfen who have renounced their savagery to fight the gods of Aarklash.

Jackal: Bran-Ô-Kor is the land of the orcs who worship Jackal, the thunder god.

Lion: The Kingdom of Alahan is a symbol of heroism and virtue – its paladins are known throughout Aarklash.

Minotaur: The barbarians of the Avagddu plains are a nomad race. Their history is that of the first men to have walked the continent.

Spider: Ashinan's forest of webs hides elves devoted to Darkness and to the spider-goddess, with whom some share traits.

Ram: The Barony of Acheron is the kingdom of necromancy; in that land, Darkness rules supreme!

Rat: The Empire of No-Dan-Kar constitutes the greatest goblin nation of Aarklash. Traders, miserly, inventive and all-thumbs, goblins are great travelers.

Scarab: Quithayran, the Emerald forest, is the land of elves that have stayed faithful to their origins and to the Paths of Destiny.

Scorpion: The Empire of Syharhalna is a young human nation turned towards using mutagenic substances, clones and constructs animated by Darkness.

Stag: The Black woods are the refuge of the Kelts who have left in search of a lost king, Cernunnos. They fight against the lies of the gods.

Wolf: The Wolfen remained faithful to the moon goddess, Yllia. They fight for the survival of their species.

NATIVES CULTURES

	UPPER CITY	LOWER CITY
PUGnacity	–	–
SLEight	–	+ 1
STYle	+ 1	–
OPPortunism	–	+ 1
SUBtlety	+ 1	–
DIScipline	–	–
Cultural abilities	Feign/SLE Identify/SUB Lunge/STY	Bash/PUG Crook/OPP Look out/DIS
Knowledge	Fiefdom (players' choice: Upper city)	Fiefdom (players' choice: Lower city)
Distinctive feature	Any of players' choice, which automatically becomes a feat.	
Cultural Contact	UC (Upper city)	CAD (Lower city)

CULTURES FROM THE WAYS OF LIGHT

	CULTURES			
	DRAGON	GRIFFIN	LION	MINOTAUR
PUGnacity	+ 1	–	–	+ 1
SLEight	–	+ 1	–	–
STYle	–	–	+ 1	–
OPPortunism	–	–	–	+ 1
SUBtlety	–	–	+ 1	–
DISCipline	+ 1	+ 1	–	–
Cultural abilities	Look out/DIS Lunge/STY Confound/DIS	Look out/DIS Shoot/SLE Command/DIS	Ride/STY Pierce/SLE Argue/SUB	Survive/OPP Bash/PUG Taunt/SUB
Knowledge	Cult (Noësis)	Cult (Merin)	Etiquette (Diplomats)	History (Kelt)
Distinctive feature	Concentration	Fanaticism	Bravery	War fury
Cultural contact	CY, GR, LI	CY, GR, LI, DW	LI, CY, GR, BA	BA, LI

CULTURES FROM THE MEANDERS OF DARKNESS

			CULTURES		
	HYDRA	SCORPION	SPIDER	STAG	RAM
PUGnacity	+ 1	–	–	+ 1	–
SLEight	–	+ 1	+ 1	–	–
STYle	–	–	+ 1	–	–
OPPortunism	–	–	–	–	+ 1
SUBtlety	–	+ 1	–	+ 1	+ 1
DIScipline	+ 1	–	–	–	–
Cultural abilities	Command/DIS Endure/PUG Slither/SLE	Argue/SUB Dodge/OPP Identify/SUB	Hide/OPP Poison/SUB Seduce/STY	Intimidate/PUG Survive/OPP Wrestle/OPP	Disguise/STY Pierce/SLE Seduce/STY
Knowledge	Nature	Expertise (Mutagenic)	Nature	Cult (Cernunnos)	Étiquette (Nobility)
Distinctive feature	Possessed	Mutagenic	Toxic	Fierce	Resolution/X
Cultural contact	AK, DR, MN, SC	UN, AK, MN, SC	UN, MN, SC, AK	DV, UN, MN, DR	AK, DR, MN, SC, UN

CULTURES FROM THE PATHS OF DESTINY

			CULTURES			
	BOAR	HYENA	JACKAL	RAT	SCARAB	WOLF
PUGnacity	–	+ 1	+ 1	–	+ 1	+ 1
SLEight	+ 1	–	–	–	–	+ 1
STYle	–	–	–	–	–	–
OPPortunism	–	–	–	+ 1	–	–
SUBtlety	–	–	+ 1	+ 1	+ 1	–
DIScipline	+ 1	+ 1	–	–	–	–
Cultural abilities	Barter/SUB Endure/PUG Identify/SUB	Force/PUG Slash/PUG Taunt/SUB	Analyze/DIS Bash/PUG Survive/OPP	Dodge/OPP Fool/OPP Search/DIS	Argue/SUB Endure/PUG Look out/DIS	Intimidate/PUG Hunt/OPP Wrestle/OPP
Knowledge	Expertise (Steam)	Cult (Vile-Tis)	Nature	Language (Players' choice)	History (Daïkinee)	Nature
Distinctive feature	Hard boiled	Born killer	Brutal	Survival instinct	Regeneration	Born killer
Cultural contact	GR, DW	DV, DR, GB, OR	OR, DV, GB	DV, GB, OR	DK, WF	DK, WF

3/ TRADES AND ABILITIES

The **trades** are divided in six trade groups divided in six ranks, each representing the degrees of mastery of the activity in question. Each trade rank gives a character abilities and knowledges determined by the trade. The levels of these abilities and knowledges are limited by the trade ranks, as indicated in the table below. When an ability is common to more than one trade selected for a character, or if it has been selected during a previous step, their respective ranks **are added**. It is the same thing for equipment indicated for each trade: when a number between brackets precedes a piece of equipment, the character must have the corresponding trade at the indicated rank to gain this item.

To resume, a starting free leaguer has three choices.

Option 1 (POT3): One rank 3 trade. The character is known among his peers, but he still has quite a few daring adventures to live through before being considered part of the legend of the Jewel of Lanever.

Option 2 (POT3): A rank 2 trade and another trade at rank 1. The character is most probably an adventurer who hasn't been afraid to hit the road and to learn throughout the trip.

Option 3 (POT 2): Three trades at rank 1. The character is versatile. He doesn't stand still, but it allows him to always surprise his companions and their opponents.

Example: *Lana has the trade "Duelist" at rank 3. That trade allows her to gain the following abilities during character creation:*

- *Rank 1: Parry/STY, Taunt/SUB, Pierce/SLE and Fiefdom (Soma) at 3.*
- *Rank 2: Analyze/DIS, Lunge/STY and Disarm/SUB at 2.*
- *Rank 3: Charge/PUG and Pierce/SLE at 1.*

As any identical abilities are added, Lana therefore gets Pierce/SLE at 4.

Gaining certain trade ranks gives bonuses that reflect the specialties of the character. These advantages are gained at ranks 3 and 5 for every trade.

- **At rank 3,** the character gains, in addition to the abilities for that trade rank, + 1 free gamble, without having to take a gamble for that advantage, for one ability of his choice belonging to that trade. The ability in question is noted on the character sheet, and once chosen, cannot be changed.

- **At rank 5,** the character gains a special ability specific to that trade.

Any ability mentioned on a trade list is considered to belong to that trade, even if it is between brackets or optional. Talents and knowledges are described in the next chapter.

TRADE RANK	Level of abilities of...		
	Rank 1	Rank 2	Rank 3
1	■□□□□	□□□□□	□□□□□
2	■■□□□	■□□□□	□□□□□
3	■■■□□	■■□□□	■□□□□

EXPLORATION TRADES

Adventurers, thieves and travelers of every sizes and shapes are grouped in this trade category. Despite a wide range of abilities and differences, the professionals of the exploration trade have a few common traits: a great capacity of adaptation, a taste for discovering the unknown and physical aptitudes which have been tested by a long experience in the field.

Cat burglar

The cat burglar is an adept of discrete break-ins. His technical and physical aptitudes allow him to enter all sorts of buildings without raising an alarm from possible guardians, and steal valuable objects before disappearing without a trace.

Rang 1: Climb/SLE, Hide/OPP, Stunt/STY, Fiefdom (or Faction)
Rank 2: Slither/SLE, Search/DIS, Tinker/SLE
Rank 3: Distract/OPP, Look out/DIS
Rank 4: Dodge/OPP, Force/PUG, Crook/OPP
Rank 5: Tumble. The player may spend a die from his RP to cancel the damage from a fall.
Rank 6: Disguise/STY, Fool/OPP
Equipment: Purse; Rope; Phial (oil); Climbing hook; Climbing harness; Lantern; Lock-picking tools; Rucksack; Worn clothes; 30 ducats and (3) Telescope.

Cutthroat

Pickpocket with street fighting experience, specialist in armed robbery and kidnappings, the cutthroat doesn't bother himself with details. His approach to crime rarely calls for discretion and his methods tend to be quick and straight to the point.

Rank 1: Steal/OPP, Wrestle/OPP, Hide/OPP, Fiefdom (or Faction)
Rank 2: Dodge/OPP, Look out/DIS, Intimidate/PUG
Rank 3: Crook/OPP, Slash/PUG (or Bash/PUG or Pierce/SLE or Shoot/SLE)
Rank 4: Disarm/SUB, Conceal/OPP, Force/PUG
Rank 5: Respite. The player may spend a die from his RP to keep the GM from raising the TL after a confrontation action taken by his character.
Rank 6: Endure/PUG, Hunt/OPP
Equipment: Purse; Bits and pieces; Worn clothes; 30 ducats and (3) One-handed melee weapon or ranged weapon (20 munitions).

Guide

The guide is a tireless traveler, specialized in hunting, scouting and survival in a natural environment. His knowledge of the land makes him a precious ally, whether in an army, a merchant convoy or a hostile territory.

Rank 1: Ride/STY, Look out/DIS, Survive/OPP, Region (or Nature or Culture or Language)
Rank 2: Climb/SLE, Swim/PUG, Slash/PUG (or Bash/PUG or Pierce/SLE or Shoot/SLE)
Rank 3: Hide/OPP, Hunt/OPP
Rank 4: Slither/SLE, Dodge/OPP, Endure/PUG
Rank 5: Tracking. The player may spend a die from his AP to know how many potential enemies (hidden or not) are present on the tile where his character is.
Rank 6: Search/DIS, Disguise/STY
Equipment: Purse; Horse; Rope; Phial (oil); Saddle holsters; Lantern; Water skin; Rations (x7); Rucksack; Saddle; Worn clothes; 30 ducats and (3) Climbing harness.

Shrew

Finding a relic while roaming, rifling through the trash of his contemporaries and erring about the street searching for adventure, those are the main preoccupations of a shrew. This trade demands not only an excellent physical condition, but also a sharp mind and a certain education. Moreover, it promises many conflicts with the free leagues, who are the only ones allowed to search the underground tunnels beneath Cadwallon.

Rank 1: Slither/SLE, Search/DIS, Climb/SLE, Region (Cadwallon's underground tunnels)
Rank 2: Force/PUG, Look out/DIS, Swim/PUG
Rank 3: Tinker/SLE, Cypher/SUB
Rank 4: Barter/SUB, Survive/OPP, Stunt/STY
Rank 5: Spotting. The player spends a die from his RP and automatically detects traps and secret passages within his reach.
Rank 6: Design (Player's choice)/SLE, Crook/OPP
Equipment: Purse; Rope (15 m); Phial (oil); Climbing hook; Climbing harness; Lantern; Shovel; Pickaxe; Rucksack; Worn clothes; 30 ducats and (3) Lockpicking tools.

Sleuth

The sleuth is a detective, a bounty hunter able to make discreet inquiries, arrest suspects personally and interrogate them. The law generally uses his skills, but he can also be working for the guilds or rich individuals.

Rank 1: Look out/DIS, Identify/SUB, Hide/OPP, Fiefdom (or Faction or Administration or Language)
Rank 2: Search/DIS, Intimidate/PUG, Hunt/OPP
Rank 3: Dodge/OPP, Slash/PUG (or Bash/PUG or Pierce/SLE or Shoot/SLE)
Rank 4: Fool/OPP, Crook/OPP, Tinker/SLE,
Rank 5: Absence. The player may spend a die from his AP to be considered as stealthy, even in a lit area. This skill may last over many rounds, if the player spends a die for it at each of his speaking turns.
Rank 6: Disguise/STY, one knowledge (player's choice)
Equipment: Purse; Parchment sheets (x5); Phial (oil); Lantern; Calligraphy utensils; Worn clothes; Clothes; 50 ducats and (3) Weapon (type of player's choice).

Sea dog

Whether he is a pirate or a simple sailor on a merchant ship, the sea dog is a solid individual, toughened by a difficult life in what are often extreme conditions. Fearless, handy and good in a fight, he has a great capacity for adaptation.

Rank 1: Climb/SLE, Swim/PUG, Sail/SLE, Region (or Language or Culture or Mythology)
Rank 2: Force/PUG, Intimidate/PUG, Wrestle/OPP
Rank 3: Dodge/OPP, Look out/DIS
Rank 4: Crook/OPP, Survive/OPP, Slash/PUG (or Bash/PUG or Pierce/SLE or Shoot/SLE)
Rank 5: Bravado. The player may spend a die from his AP to immune his character to routing until the end of the round.
Rank 6: Stunt/STY, Command/DIS
Equipment: Cocked mariner's hat; Bottle of rum; Knife; Worn clothes; 25 ducats and (3) Telescope.

CONFRONTATION TRADES

Aarklash is a violent world where **warriors** rarely die of old age. Whether they are mercenaries, militiamen or raiders, confrontation professionals are everywhere, swept up by the Rag'Narok.

However, not all fighters decide to use their talents on a battlefield and many decide to rent their services to Cadwallon or other big cities.

Bandit

With little enthusiasm for discipline and a preference for harassment tactics over outright battle, the bandit is both a competent scout and a fearsome warrior. Quick and discrete, he specializes in attacks against poorly defended convoys or villages.

Rank 1: Intimidate/PUG, Parry/STY, Slash/PUG (or Bash/PUG or Pierce/SLE or Shoot/SLE), Region (or Fiefdom or Faction)
Rank 2: Look out/DIS, Hide/OPP, Slither/SLE
Rank 3: Ride/STY, Crook/OPP
Rank 4: Distract/OPP, Identify/SUB, Slash/PUG (or Bash/PUG or Pierce/SLE or Shoot/SLE)
Rank 5: Treachery. The player may spend a die from his AP to force a target within line of sight and on the same tile as him to face away from his character.
Rank 6: Survive/OPP, Hunt/OPP
Equipment: One-handed melee weapon or ranged weapon (20 munitions); Armor with a Mod. equal to or lower than 1; Purse; Bits and pieces; Rucksack; Worn clothes; 30 ducats and (3) Horse.

Duelist

Specialized in dueling, the duelist is a talented warrior, with a spectacular and elegant style. Whether he is a hired killer or vigilante, his desire for improvement and constant challenges often lead his opponents to believe he takes needless risks.

Rank 1: Parry/STY, Taunt/SUB, Slash/PUG (or Bash/PUG or Pierce/SLE or Shoot/SLE), Fiefdom (Player's choice)
Rank 2: Analyze/DIS, Lunge/STY, Disarm/SUB
Rank 3: Charge/PUG, Slash/PUG (or Bash/PUG or Pierce/SLE or Shoot/SLE)
Rank 4: Distract/OPP, Strike back/STY, Stunt/STY
Rank 5: Overture. The player may spend a die from his AP to make an opponent in his reach area lose a die from his AP (can only be done once per round).
Rank 6: Endure/PUG, Intimidate/PUG
Equipment: Fine quality weapon; Attires; Purse; 35 ducats and (3) Ranged weapon (20 munitions).

Guard

Specialized in enforcing order and a definitive type of diplomacy, the guard is an efficient sentinel and an able warrior. Whether he has been ordered to watch a building, protect a noble, or night patrols in the slums, he knows how to deal with ruffians.

Rank 1: Look out/DIS, Intimidate/PUG, Slash/PUG (or Bash/PUG or Pierce/SLE or Shoot/SLE), Fiefdom (or Faction or Etiquette)
Rank 2: Identify/SUB, Wrestle/OPP, Parry/STY
Rank 3: Confound/DIS, Disarm/SUB
Rank 4: Command/DIS, Defend/DIS, Hunt/OPP
Rank 5: Uproar. The player can spend a die from hims AP to increase the TL by a point (can only be done once a round).
Rank 6: Charge/PUG, Strike back/STY
Equipment: Armor; Shield; Purse; Small bells; Key ring; One sword, one mace, a spear or a bow (20 arrows); Uniform; 50 ducats and (3) Telescope.

Officer

Able to defend himself in hand-to-hand combat, the officer is above all a leader and a strategist. He knows how to identify the strengths and weaknesses of an opponent better than anyone else. His role is to plan and coordinate the actions of men under his command.

Rank 1: Command/DIS, Intimidate/PUG, Slash/PUG (or Bash/PUG or Pierce/SLE or Shoot/SLE), Faction (or Strategy)
Rank 2: Analyze/DIS, Defend/DIS, Parry/STY
Rank 3: Ride/STY, Seduce/STY
Rank 4: Argue/SUB, Look out/DIS, Identify/SUB
Rank 5: Support. The player may spend a die from his AP to raise by two points the quality of any action of a friendly target within line of sight takes until the end of round.
Rang 6: Distract/OPP, Endure/PUG
Equipment: Melee or ranged weapon (20 munitions); Armor; Purse; Rucksack; Uniform; 75 ducats and (3) Horse.

Shooter

Whether an adept of the bow or the gun, the shooter prefers to kill from a distance, taking the time to aim. Generally used as support or in an ambush, he also plays a crucial role in defending strategic sites and neutralizing moving targets.

Rank 1: Defend/DIS, Look out/DIS, Shoot/SLE, Fiefdom (or Expertise or Faction)
Rank 2: Identify/SUB, Strike back/STY, Hide/OPP
Rank 3: Climb/SLE, Aim/SLE
Rank 4: Activate (Machine, Steam or Naphta)/SLE, Distract/OPP, Wrestle/OPP
Rank 5: Barrage. The player can spend a die from his AP to force a target within line of sight and on the same tile to remain immobile until the end of the round (the target does not lose any dice).
Rank 6: Repair (Machine, Steam or Naphta), Slash/PUG (or Bash/PUG or Pierce/SLE)
Equipment: Ranged weapon (50 munitions) (x2); Purse; Worn clothes; 35 ducats and (3) Telescope.

Soldier

Career military man, the soldier is a disciplined and fearsome warrior. Able to wield many weapons and used to mass battles, he is at ease on any battlefield and in every situation where the only language understood is that of steel.
Rank 1: Endure/PUG, Parry/STY, Slash/PUG (or Bash/PUG or Pierce/SLE or Shoot/SLE), Faction (Player's choice)
Rank 2: Charge/PUG, Slither/SLE, Wrestle/OPP
Rank 3: Force/PUG, Slash/PUG (or Bash/PUG or Pierce/SLE or Shoot/SLE)
Rank 4: Analyze/DIS, Ride/STY, Intimidate/PUG
Rank 5: Rampart. The player may spend a die from his RP to raise his character's Withstanding (WIT) by two points. Moreover the character may not fall down nor be pushed back. Rampart lasts until the end of the round.
Rank 6: Command/DIS, Strike back/STY
Equipment: Armor; Shield; Purse; Canteen; Rucksack; A sword, a mace, a spear or a bow (20 arrows); Uniform; 35 ducats and (3) Weapon (type of player's choice).

Strong-arm

The strong-arm is a brawler who leaves weapons to those who don't know how to fight. Tough, quick and aggressive, he can face any opponent with the weapons nature granted him.

Rank 1: Disarm/SUB, Dodge/OPP, Wrestle/OPP, Fiefdom (or Faction)
Rank 2: Bash/PUG, Force/PUG, Intimidate/PUG
Rank 3: Analyze/DIS, Endure/PUG
Rank 4: Charge/PUG, Lunge/STY, Taunt/SUB
Rank 5: Bludgeon. The player spends a die from his AP. Until the end of the round, an action using the character's natural weapons which causes a minimum of 1 "HP" of damage automatically causes a "Stunned".
Rank 6: Distract/OPP, Stunt/STY
Equipment: Purse; Lock; Chains; Chest; Leather straps (x5); Trunk; Torc; Trophies; Worn clothes; 25 ducats and (3) Armor with a Mod. equal to or lower than 1.

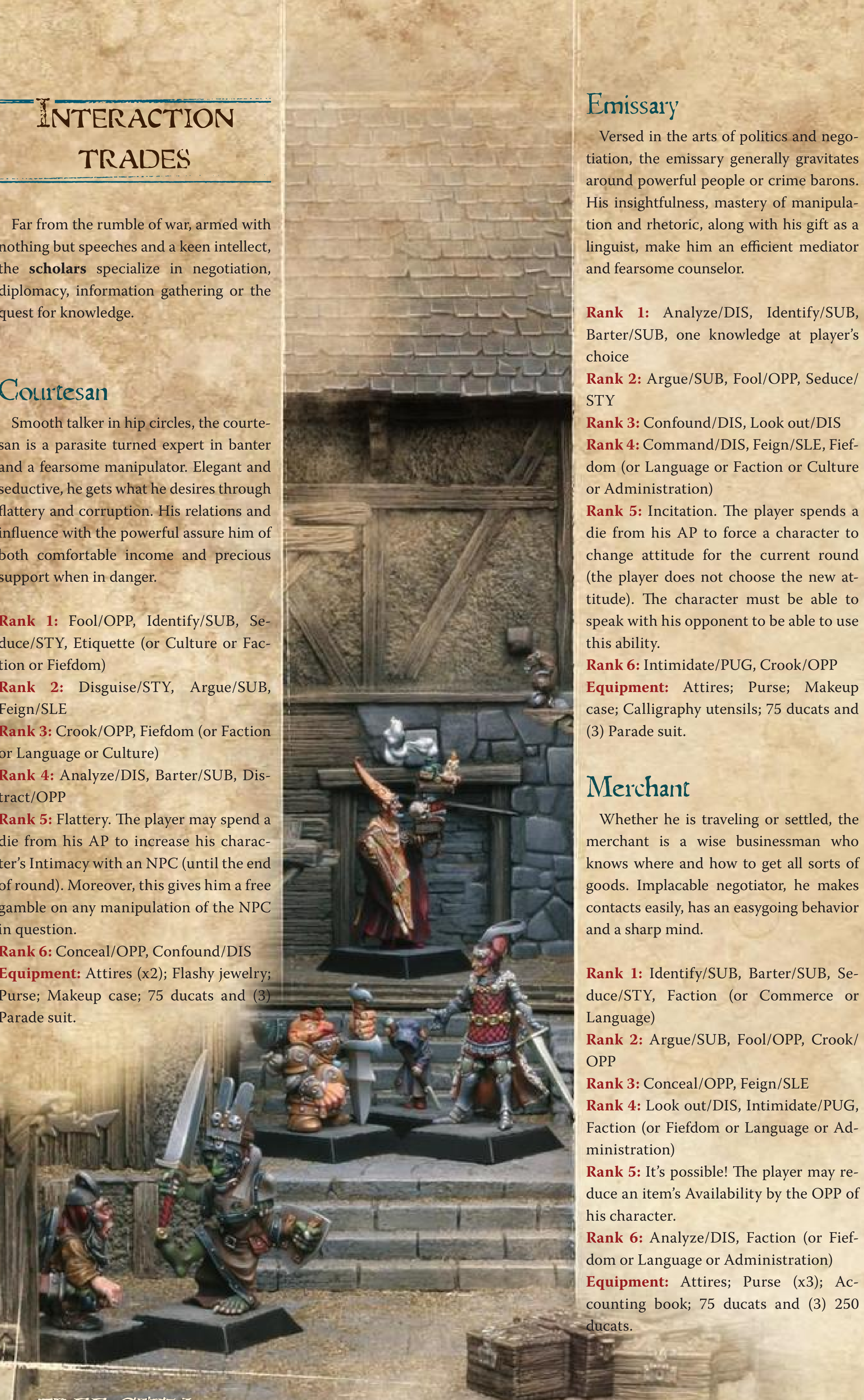
INTERACTION TRADES

Far from the rumble of war, armed with nothing but speeches and a keen intellect, the **scholars** specialize in negotiation, diplomacy, information gathering or the quest for knowledge.

Courtesan

Smooth talker in hip circles, the courtesan is a parasite turned expert in banter and a fearsome manipulator. Elegant and seductive, he gets what he desires through flattery and corruption. His relations and influence with the powerful assure him of both comfortable income and precious support when in danger.

Rank 1: Fool/OPP, Identify/SUB, Seduce/STY, Etiquette (or Culture or Faction or Fiefdom)
Rank 2: Disguise/STY, Argue/SUB, Feign/SLE
Rank 3: Crook/OPP, Fiefdom (or Faction or Language or Culture)
Rank 4: Analyze/DIS, Barter/SUB, Distract/OPP
Rank 5: Flattery. The player may spend a die from his AP to increase his character's Intimacy with an NPC (until the end of round). Moreover, this gives him a free gamble on any manipulation of the NPC in question.
Rank 6: Conceal/OPP, Confound/DIS
Equipment: Attires (x2); Flashy jewelry; Purse; Makeup case; 75 ducats and (3) Parade suit.



Emissary

Versed in the arts of politics and negotiation, the emissary generally gravitates around powerful people or crime barons. His insightfulness, mastery of manipulation and rhetoric, along with his gift as a linguist, make him an efficient mediator and fearsome counselor.

Rank 1: Analyze/DIS, Identify/SUB, Barter/SUB, one knowledge at player's choice
Rank 2: Argue/SUB, Fool/OPP, Seduce/STY
Rank 3: Confound/DIS, Look out/DIS
Rank 4: Command/DIS, Feign/SLE, Fiefdom (or Language or Faction or Culture or Administration)
Rank 5: Incitation. The player spends a die from his AP to force a character to change attitude for the current round (the player does not choose the new attitude). The character must be able to speak with his opponent to be able to use this ability.
Rank 6: Intimidate/PUG, Crook/OPP
Equipment: Attires; Purse; Makeup case; Calligraphy utensils; 75 ducats and (3) Parade suit.

Merchant

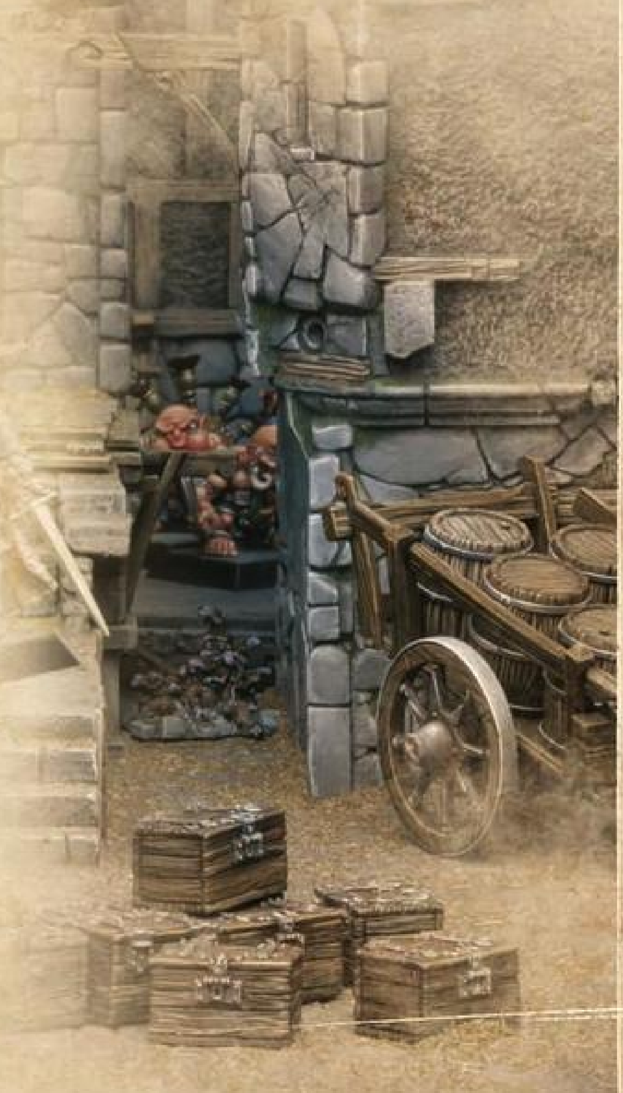
Whether he is traveling or settled, the merchant is a wise businessman who knows where and how to get all sorts of goods. Implacable negotiator, he makes contacts easily, has an easygoing behavior and a sharp mind.

Rank 1: Identify/SUB, Barter/SUB, Seduce/STY, Faction (or Commerce or Language)
Rank 2: Argue/SUB, Fool/OPP, Crook/OPP
Rank 3: Conceal/OPP, Feign/SLE
Rank 4: Look out/DIS, Intimidate/PUG, Faction (or Fiefdom or Language or Administration)
Rank 5: It's possible! The player may reduce an item's Availability by the OPP of his character.
Rank 6: Analyze/DIS, Faction (or Fiefdom or Language or Administration)
Equipment: Attires; Purse (x3); Accounting book; 75 ducats and (3) 250 ducats.

Miscreant

Whether he hides his true nature beneath a facade of respectability or he uses compromising information, the miscreant exploits the weaknesses and gullibility of his victims to insure his survival. He is also an expert in contraband and forgeries.

Rank 1: Fool/OPP, Feign/SLE, Crook/OPP, Commerce (or Artifact or Faction)
Rank 2: Analyze/DIS, Identify/SUB, Barter/SUB
Rank 3: Conceal/OPP, Intimidate/PUG
Rank 4: Argue/SUB, Taunt/SUB, Seduce/STY
Rank 5: Scam. By spending a die, the character can force the person to whom he is speaking to ignore an irrefutable piece of evidence concerning the nature or the origin of the merchandise.
Rank 6: Disguise/ELE, Steal/OPP
Equipment: Attires; Purse (x2); Chest; Satchel; Forged seal (faction of player's choice); 75 ducats and (3) 250 ducats.



Scholar

Keeper of a wide and varied knowledge, the scholar is not only a learned man with a sharp mind, but also a speaker able to teach what he knows and defend his point of view with a fearsome efficiency.

Rank 1: Argue/SUB, Cypher/SUB, Identify/SUB, one knowledge at player's choice
Rank 2: Study (Player's choice)/SUB, Examine/STY, one knowledge at player's choice
Rank 3: Fool/OPP, Analyze/DIS
Rank 4: Command/DIS, Examine (Player's choice)/STY, Confound/DIS, one knowledge at player's choice.
Rank 5: Sapience. The player may spend a die from his AP to raise a knowledge of his choice by two points until the end of the round.
Rank 6: Seduce/STY, one knowledge at player's choice.
Equipment: Attires; Purse; Calligraphy utensils; 75 ducats and (3) Rare spellbook (x2).

Spy

The spy is a specialist of information gathering. Adept of playing both sides against one another and disguise, he knows how to adapt his behavior to any kind of situation and place. His skills allow him to easily infiltrate a faction and manipulate the right people to get what he wants.

Rank 1: Disguise/STY, Fool/OPP, Feign/SLE, one knowledge at player's choice
Rank 2: Look out/DIS, Identify/SUB, Hide/OPP
Rank 3: Crook/OPP, Tinker/SLE
Rank 4: Steal/OPP, Search/DIS, Seduce/STY
Rank 5: Double sided. Once per Opposition, the character can pretend to be an opponent's ally for a round.
Rank 6: Cypher/SUB, Poison/SUB
Equipment: Attires; Purse; Makeup case; Forged seal (faction of player's choice); Worn clothes; 75 ducats and (3) Lockpicking tools.

INCANTATION TRADES

This group of trades, hermetic and watched warily by normal people, gathers the spell casters, often mistaken with **magicians**. If many enter the conflicts of the Rag'Narok, some would rather remain in safe cities, where they can further their studies without being disturbed.

For each "Path of magic (Player's choice)" knowledge that his character has, a player selects a path of magic among those that are practiced by the race of origin of his free leaguer. If he can make that choice only once, he must select the cultural path indicated in the table. The next paths may be selected from the "Possible paths" column. Moreover, every race may learn the six elemental paths, as long as are elements allowed by their culture. The character knows spells for each of the paths that the player has chosen for him, a number equal to the level of knowledge in the Magic Path in question. Once these spells are selected, the player may choose the Elements linked to each of his character's Incantate (element)/special abilities. The first Element selected must be the culture of origin's Primary element. The others are selected from the "Possible elements" column.

Note: *It is always possible to select a primagic spell.*

Cartomancer

His unconventional methods and his wide range of skills make the cartomancer perfectly adapted to the urban environment of the City of thieves. Considered by his fellow inhabitants like something of a snake oil salesman, he is nonetheless a magician and excels in situations where discretion and versatility are required. Many mistake him for the tarot-mage, and the cartomancer uses that fact to his advantage.

Rank 1: Incantate (Element)/Special, Fool/OPP, Fiefdom (or Faction or Symbolism), Path of magic (Primagic)
Rank 2: Crook/SUB, Hide/OPP, Path of magic (Air) (or Fire, Water, Earth, Light or Darkness)
Rank 3: Feel/SUB, Seduce/STY
Rank 4: Enchant/SLE, Look out/DIS, Subdue/PUG
Rank 5: New draw. By spending an AP die, every player is forced to restart the declaration phase of a round. The die spent to do this is not regained.
Rank 6: Identify/SUB, Path of magic (Air) (or Fire, Water, Earth, Light or Darkness)
Equipment: Attires; Purse; Gem case; Minor immortal gem; Cadwë tarot deck; 50 ducats and (3) Parade suit.

Mage

The mage doesn't shine thanks to his wide range of skills, he shines thanks to his unique point of interest: magic. That is precisely where his strength lays – his talent at using a wide variety of spells also allows him to face almost any situation.

Rank 1: Channel/OPP, Incantate (element)/Special, Feel/SUB, Path of magic (Primagic)
Rank 2: Dominate/STY, Subdue/PUG, Path of magic (Player's choice)
Rank 3: Incantate (element)/Special, Path of magic (Player's choice)
Rank 4: Cypher/SUB, Enchant/SLE, Path of magic (Player's choice)
Rank 5: Arcane gem crafter. The character keeps the two best die on a channel/sub test.
Rank 6: Incantate (element)/Special, one knowledge (player's choice)
Equipment: Attires; Purse; Gem case; Minor immortal gem; 75 ducats and (3) Minor immortal gem.

Magic teacher

Where his colleagues have chosen risk and adventure, the magic teacher has spent his life studying magic. He knows the Elements and their manifestations very well and his talent as a speaker cannot be contested – they grant him a certain level of respect among apprentices in certain groups who study the mysteries of mana.

Rank 1: Argue/SUB, Identify/SUB, Incantate (element)/Special, Path of magic (Primagic)
Rank 2: Feel/SUB, Subdue/PUG, Path of magic (Player's choice)
Rank 3: Dominate/STY, Incantate (element)/Special
Rank 4: Analyze/DIS, Fool/OPP, One knowledge of player's choice
Rank 5: Theory class. The character may transfer one die from his AP to another character's with an incantation trade. This die may only be used for an Incantate(Element)/Special test. It is lost at the end of the round.
Rank 6: Two knowledges of the player's choice
Equipment: Attires; Purse; Gem case; Minor immortal gem; Parade clothes; 75 ducats and (3) Minor immortal gem.

Magister

Able to face all sorts of magical threats, the magister is generally specialized in defense against magicians. His talents make him a fearsome hunter, able to track, capture or destroy some of the more dangerous supernatural entities.

Rank 1: Incantate (element)/Special, Subdue/PUG, Analyze/DIS, Path of magic (Primagic)
Rank 2: Feel/SUB, Hunt/OPP, Path of magic (Player's choice)
Rank 3: Look out/DIS, Slash/PUG (or Bash/PUG or Pierce/SLE or Shoot/SLE)
Rank 4: Channel/OPP, Intimidate/PUG, Path of magic (Player's choice)
Rank 5: Transfer. The player may spend two dice from his RP to transfer the effect of a spell targeting his character to the nearest character within his field of vision.
Rank 6: Identify/SUB, Path of magic (Player's choice)
Equipment: Attires; Purse; Gem case; Minor immortal gem; 75 ducats and (3) Melee weapon

Tarot-mage

Using the strange power of the cards, the tarot-mage has little in common with the other spell casters. Intimately linked to Cadwallon, his magic grants him versatility and a wide choice of unique magical effects.

Rank 1: Evoke/SLE, Summon/STY Conceal/OPP, Urban legends
Rank 2: Abjure/OPP, Identify/SUB, History (Cadwallon)
Rank 3: Fool/OPP, Sublimate/SUB
Rank 4: Distract/OPP, Hide/OPP, Fiefdom (or Faction or Administration or Symbolism)
Rank 5 and 6: The mystery is the source of power (see Secrets).
Equipment: Attires; Purse; Gem case; spellbook; Cadwë tarot set; 75 ducats and (3) Parade suit.

Warrior-mage

The warrior-mage is feared for his martial skills as well as for his talent of using magic in the midst of a melee. This wide range of skills keeps him from learning more advanced magic techniques, but also allows him to face a wider variety of opponents without any fear.

Rank 1: Slash/PUG (or Bash/PUG or Pierce/PUG or Shoot/PUG), Incantate (element)/Special, Faction (or Fiefdom or Region or Culture), Path of magic (Primagic)
Rank 2: Endure/PUG, Subdue/PUG, Parry/STY
Rank 3: Incantate (element)/Special, Path of magic (Player's choice)
Rank 4: Analyze/DIS, Command/DIS, Feel/SUB
Rank 5: Magic power. When he inflicts a damage roll in melee combat, the character may spend mana points to roll as many extra dice as points spent.
Rank 6: Strike back/STY, Path of magic (Player's choice)
Equipment: Weapon; Armor; Purse; Gem case; Minor immortal gem; Worn clothes; 50 ducats and (3) Minor immortal gem.

ELEMENTS, CULTURES AND ATTITUDES WHEN CREATING A MAGICIAN

	KNOWLEDGES		INCANTATE TALENT	
CULTURE OF THE MAGICIAN	CULTURAL MAGIC	POSSIBLE PATH(S)	PRIMARY ELÉMENT(S)	ALLOWED ELÉMENT(S)
Boar	Telluric	Shamanism Sorcery	Earth (DIS)	Air (PUG) Fire (SLE) Water (STY)
Dragon	Solaris	Fayery Symbiosis Tellurie	Light (DIS)	Air (STY) Earth (ADR) Fire (PUG) Water (OPP)
Griffin	Theurgy	Hermetism	Fire (DIS)	Light (SUB) Air (SLE) Earth (PUG) Water (STY)
Hydra	Chtonian	Telluric	Darkness (DIS)	Water (SUB) Fire (OPP) Earth (PUG)
Hyena	Howls	Sorcery Whispers	Water (PUG)	Darkness (DIS) Air (SUB) Fire (STY
Immobilis (native)	Elemental paths	–	Light (Player's choice) Darkness (Player's choice) Air (Player's choice) Earth (Player's choice) Fire (Player's choice) Water (Player's choice)	–
Jackal	Instinctive magic	–	–	–
Lion	Hermetism	Shamanism Sorcery Telluric Theurgy	Light (SUB)	Air (STY) Earth (DIS) Fire (PUG) Water (OPP)
Minotaur	Shamanism	Howls Sorcery Telluric Whispers	Air (Player's choice) Water (Player's choice) Fire (Player's choice) Earth (Player's choice)	–
Ram	Necromancy	Chtonian	Darkness (OPP)	Air (SUB) Earth (DIS) Fire (PUG)
Rat	Sorcery	Chtonian Shamanism Telluric	Air (OPP)	Earth (STY) Fire (SUB) Water (DIS)
Scarab	Fayery	Shamanisme Telluric Whispers	Water (STY)	Air (SUB) Earth (PUG)
Scorpion	Technomancy	Chtonian	Darkness (SUB)	Earth (DIS) Fire (SLE) Water (OPP)
Spider	Black	Chtonian Howls Sorcery Telluric	Darkness (STY)	Air (PUG)
Stag	Shamanism	Necromancy Sorcery Telluric	Air (Player's choice) Water (Player's choice) Fire (Player's choice) Earth (Player's choice) Darkness (OPP)	–
Wolf	Whispers	Howls Shamanism Sorcery Telluric	Water (PUG)	Air (SLE) Earth (STY) Fire (SUB)

DIVINATION TRADES

In a world where faith and religion is so important, the religious representatives have considerable authority and influence. The **faithful** guide their respective races through the troubled time of the Rag'Narok, following to the letter the dogma of their cults and the will of their gods.

For every aspect that a character has, the player selects a number of miracles equal to that aspect's rank.

The choice is made between the universal miracles, the miracles of the Alliance to which the character's cult belongs to (and miracles of the cult itself for Scarabs, Griffons and Boars).

Note: *A player may always select a universal miracle.*

Bards of Destiny

Guardians of Cadwë folklore, the Bards of Destiny honor Daïkinee mythology in their beliefs and dogma. They are very active in the daily life of Cadwallon and usually have a second trade to survive.

Rank 1: Create (or Alter or Destroy), Analyze/DIS, Cult (Destiny), Culture (Lower or Upper city)
Rank 2: Create (or Alter or Destroy), Identify/SUB, Pray/DIS
Rank 3: Create (or Alter or Destroy), Foretell/SUB
Rank 4: Argue/SUB, Hide/OPP, Administration (Cadwallon)
Rank 5: True consecration. When he is in a Cadwë house, the character may spend Temporary Faith (TF) points to inflict any invoked creature present penalties equal to the amount of TF spent.
Rank 6: Meditate/SLE, Recharge/OPP
Equipment: Attires; Purse; Religious symbol; Worn clothes; 25 ducats and (3) Little tamed fayerees.

Cleric

Priests specialized in the keeping and the transmission of lore within their cult; clerics are the artisans of dogma. Not very eager to preach, they concentrate on studies, the interpretation of divine will and keeping the temples running.

Rank 1: Create (or Alter or Destroy), Administration (Player's choice), Cult (Player's choice), One knowledge of player's choice
Rank 2: Argue/SUB, Identify/SUB, Histoiry (Player's choice)
Rank 3: Create (or Alter or Destroy), One knowledge of player's choice
Rank 4: Revoke/PUG, Cypher/SUB, Foretell/SUB
Rank 5: Dogmatic sentence. By spending his AP and RP dice, the player may keep a faithful from calling a miracle this round.
Rank 6: Create (or Alter or Destroy), One knowledge of player's choice
Equipment: Purse; Sacred book; Calligraphy utensils; Religious symbol; Worn clothes; 50 ducats and (3) One spellbook containing a knowledge.

Herald of Felicity

Protectors of Cadwallon, the heralds of Felicity revere the free city as though it was a goddess. They protect and advise the Duke while keeping an eye on the enemies of the city. Also integrated among the peers of Cadwallon, they are now an essential cog in the Cadwë administration.

Rank 1: Create (or Alter or Destroy), Recharge/OPP, Cult (Goodwill), Language (Cadwë)
Rank 2: Create (or Alter or Destroy), Pray/DIS, Fiefdom (Player's choice)
Rank 3: Create (or Alter or Destroy), Heal/DIS
Rank 4: Meditate/SLE, Foretell/SUB, Revoke/PUG
Rank 5: Goodwill's kiss. By spending a die at the end of a turn, the player may slow the arrival of a new (TL) significant level (see Exploration) in the outside area of the city's neighborhood. That new significant level of (TL) will only take effect at the end of the next turn, if the (TL) is still high enough.
Rank 6: Identify/SUB, Barter/SUB
Equipment: Attires; Purse; Sacred book; Religious symbol; 75 ducats and (3) Surgeon's tools

Minstrel of Pain

The servants of Suffering are a typical Cadwallon religious group. They are convinced they will reach a higher consciousness by accepting their desires and suffering. Outcasts, sometimes suspect, they gather in monasteries in the lower city.

Rank 1: Create (or Alter or Destroy), Endure/PUG, Cult (Suffering), Culture (Lower city)
Rank 2: Create (or Alter or Destroy), Intimidate/PUG, Fanaticize/STY
Rank 3: Create (or Alter or Destroy), Slash/PUG (or Pierce/SLE)
Rank 4: Revoke/PUG, Foretell/SUB, Fiefdom (Player's choice)
Rank 5: Forbidden pleasure. When a character wounds an opponent, the player may spend an AP die to cause the opponent to suffer the penalty for the next health level for the following round. He can, by doing this, cause a character to fall unconscious through the sheer power of pain.
Rank 6: Medidate/SLE, Exult/PUG
Equipment: Purse; Religious symbol; Worn clothes; 25 ducats and (3) Melee weapon

Missionary

In charge of spreading the word of god among the nonbelievers, the missionary travels the world looking for new challenges. Gifted with a great capacity for integrating new cultures and able to face the many dangers of traveling alone, he knows how to be accepted to convert more easily.

Rank 1: Create (or Alter or Destroy), Survive/OPP, Region (Player's choice) (or Language or Culture), Cult (Player's choice)
Rank 2: Meditate/ADR, Swim/PUG, Preach/STY
Rank 3: Create (or Alter or Destroy), Ride/STY
Rank 4: Pray/DIS, Sermonize/SUB, Region (Player's choice) (or Language or Culture)
Rank 5: Sacred mission. The player may spend his dice to gain as many TF as dice spent. This effect lasts until the end of the round.
Rank 6: Create (or Alter or Destroy), Foretell/SUB
Equipment: Purse; Mess tin; Sacred book; Rucksack; Religious symbol; Travel clothes; 75 ducats and (3) Mount

Warrior-monk

Having undergone particularly strenuous training focused on both combat and the use of his miracles in extreme situations, the warrior-monk is the armed hand of his cult. His discipline and his readiness to sacrifice himself for a greater cause make him a fearsome foe.

Rank 1: Create (or Alter or Destroy), Parry/STY, Slash/PUG (or Bash/PUG or Pierce/SLE or Shoot/SLE), Cult (Player's choice)
Rank 2: Revoke/PUG, Charge/PUG, Intimidate/PUG
Rank 3: Create (or Alter or Destroy), Command/DIS
Rank 4: Endure/PUG, Fanaticize/STY, Strike back/STY
Rank 5: Divine punishment. During a wound roll, the player may spend TF points to roll as many extra die as he has spent TF.
Rank 6: Exult/PUG, Slash/PUG (or Bash/PUG or Pierce/SLE or Shoot/SLE)
Equipment : Weapon (type of player's choice); Armor; Purse; Sacred book; Religious symbol; Worn clothes; 50 ducats and (3) Standard

REVOLUTION TRADES

Brilliant inventors, visionary engineers, or eccentric scientists, jealously keeping their secrets and always at the cutting edge of progress, **scientists** create the tools of tomorrow. Their workshops and laboratories hide inventions that they are often the only ones to understand, but that many covet.

Craftsman

Cadwallon owes its prosperity to the army of artisans who work each day in the guilds' shops. Whether they are blacksmiths, carpenters, jewelers or simple workmen, these people who work day after day make up most of the city. Many free leaguers come from this class of hardworking, yet glorious people.

Rank 1: Search/DIS, Barter/SUB or Crook/OPP, Force/PUG or Activate (Machine)/SLE, Repair (Inert or Machine)/SUB, One knowledge of player's choice
Rank 2: Improve (Inert or Machine)/DIS, Design (Inert or Machine)/SLE, Examine (Inert or Machine)/STY
Rank 3: Coordinate/DIS, Study (Inert or Machine)/SUB
Rank 4: Activate (Player's choice)/SLE, Study (Player's choice)/SUB, One knowledge of player's choice
Rank 5: Loved by the guilds. The character benefits from as many free gambles as his highest level of Design (Player's choice) when interacting with a member of a guild.
Rank 6: Design (Player's choice)/SLE, Cypher/SUB
Equipment: Purse; Satchel; Apron; Toolkit; Worn clothes; 25 ducats and (3) One workshop accessory (Inert or Machine).

Alchemist

Master of refining and transforming natural resources, the alchemist is able to brew all sorts of cures, potions and toxins. His skill as a trader allows him to sell his work to other professionals, which grants him a comfortable income.

Rank 1: Activate (Herbalist)/SLE, Examine (Herbalist)/STY, Search/DIS, One knowledge of player's choice
Rank 2: Climb/SLE, Crook/OPP, Barter/SUB
Rank 3: Design (Herbalist)/SLE, Study (Herbalist)/SUB
Rank 4: Improve (Herbalist)/DIS, Poison/SUB, Heal/DIS
Rank 5: Life's work. The character can take a Study (Complexity) test to neutralize or speed up the effects of an herb during an Opposition.
Rank 6: Survive/OPP, One knowledge of player's choice
Equipment: Purse; Phial (x5); Alchemist's toolkit; Potion (10 doses); Satchel; Apron; Worn clothes; 25 ducats and (3) One workshop accessory (herbs).

Engineer

Specialized in inventions using naphta, steam or constructs (depending on his specialty), the engineer is able to create all sorts of machines and revolutionary items with diverse uses. Those who work with steam or naphta are called techno-scientists and techno-engineers, respectively.

Rank 1: Activate (Steam, Naphta or Construct)/SLE, Examine (Steam, Naphta or Construct)/STY, Repair (Steam, Naphta or Construct)/SUB, One knowledge of player's choice
Rank 2: Smash/PUG, Barter/SUB (or Crook/OPP), One knowledge of player's choice
Rank 3: Design (Steam, Naphta or Construct)/SLE, Study (Steam, Naphta or Construct)/SUB,

Rank 4: Improve (Steam, Naphta or Construct)/DIS, Coordinate/DIS, One knowledge of player's choice
Rank 5: Bull headed. The character can spend a die from his AP to keep an Unusable machine working until the end of the next round.
Rank 6: Cypher/SUB, One knowledge of player's choice
Equipment: Purse; Fuel (20 recharges); Machine (Steam, Naphta or Construct)(*); Satchel; Apron; Toolkit; Worn clothes; 100 ducats and (3) One workshop accessory.

(*):A portable boiler is given with the first steam engine.

Omnimancer

Specialist of mutagenic substances and trained in cloning techniques by the Syhars, the omnimancer is able to use living tissues to create anything from dangerous chemical compounds to new life forms to answer his needs.

Rank 1: Activate (Mutagenic)/SLE, Examine (Mutagenic)/STY, Heal/DIS, One knowledge of player's choice
Rank 2: Barter/SUB, Repair (Mutagenic)/SUB, One knowledge of player's choice
Rank 3: Design (Mutagenic)/SLE, Study (Mutagenic)/SUB
Rank 4: Coordinate/DIS, Cypher/SUB, Poison/SUB
Rank 5: Mutagenic master. The character can spend a die from his AP to increase by a round the duration of a mutagenic process affecting a character in contact.
Rank 6: Argue/SUB, Crook/OPP
Equipment: Purse; Biopsy kit; Mutagenic processes (x5); Satchel; Apron; Worn clothes; 100 ducats and (3) One workshop accessory.

Pilot

Able to drive all sorts of revolutionary vehicles and ride almost any kind of mount, the pilot is a specialist of transportation and reconnaissance. He is also trained to use siege engines and has some engineering knowledge.

Rank 1: Ride/STY, Look out/DIS, Drive/PUG, Shoot/SLE
Rank 2: Activate (Steam or Naphta)/SLE, Examine (Steam or Naphta)/STY, Repair (Steam or Naphta)/SUB
Rank 3: Improve (Steam or Naphta)/DIS, Design (Steam or Naphta)/SLE
Rank 4: Activate (Machine)/SLE, Survive/OPP, One knowledge of player's choice
Rank 5: Ace pilot. The character can spend a die from his RP to cancel an Incident test of the vehicle he's piloting.
Rank 6: Study (Steam or Naphta)/SUB, Study (Machine)/SUB
Equipment: Ranged weapon; munitions (x20); Purse; Fuel (20 recharges); Loconaphte or razorback armor (*); Mount; Satchel; Saddle; Toolkit; Worn clothes; 25 ducats and (3) One workshop accessory.

(*): a portable boiler is given with the first steam engine..

Surgeon

Healer and warrior at the same time, the surgeon is able to heal the wounded and the sick in any circumstance. His wide range of abilities make him a precious ally, whether in a group of adventurers or a band of warriors.

Rank 1: Endure/PUG, Dodge/OPP, Look out/DIS, Heal/DIS
Rank 2: Analyze/DIS, Hide/OPP, Slash/PUG
Rank 3: Activate (Herbalist)/SLE, Command/DIS
Rank 4: Design (Herbalist)/SLE, Study (Herbalist)/SUB, Survive/OPP
Rank 5: Emergency healing. The character can use his Healing ability on a character who's Incapacited squares have all been been marked this round.
Rank 6: Poison/SUB, Examine (Herbalist)/STY
Equipment: Purse; Satchel; Apron; Surgeon's tools; Worn clothes; 25 ducats and (3) Potion (20 doses).

4/ DISTINCTIVE FEATURES

The distinctive features presented here all become feats when selected a second time. They are then free of any obligation. Those with a * before their name may not be taken by Cadwë characters as their feat during character creation.

There are two kinds of distinctive features of the "/X" type. The first kind has the name of a faction, character, etc. as "X". The player picks what "X" is when the feature is gained, and cannot change it afterwards. The second kind has a value for "X". In this case, "X" will then be equal to half of the character's POT (rounded up), and will increase when the character's POT increases.

A routing character (see Confrontation) may not use an "active" feat or distinctive feature.

If a character or a player does not fulfill the obligation of a distinctive feature, it stops having any effect until the end of the opposition. However, if the character or the player (depending on the case) fulfills the obligation again during the opposition, the distinctive feature starts working again. If a distinctive feature must cause an effect or if its effect puts the character at a disadvantage, the GM has the authority to force the other PCs to respect the obligation. If two features require incompatible obligations, the player cannot choose both, or he must first turn one of them into a feat.

*Additional limb (active)

When the time comes to announce his character's actions, a player may declare that his RP is his AP and inversely. This does not change his initiative in any way.
Obligation: The player must use his off-hand until the end of the turn.

Aiming (active)

The character is skilled for being able to hit the target he wants. When shooting, he can call out his gamble after having rolled the dice.
Obligation: The character cannot take any other action during this round.

Alliance/X (passive)

X is one of the factions implicated in the Rag'Narok. The character knows the faction very well, and the faction knows the character equally well. Concerned by the stakes of the Rag'Narok, he knows how to be appreciated by certain factions of the war. The player may choose an extra contact from one of the three alliances, which is gained at level 2.
Obligation: Interaction actions taken towards a member of race X cannot give reactions to the character.

Ambidextrous (passive)

When the character successfully uses the Parry/STY ability against an opponent in contact, he gets a free AP die which he must immediately use in an action against that opponent.

Moreover, the character is truly ambidextrous – he never has penalties for using his off-hand, since he doesn't have one.
Obligation: Any time he can, the character must do at least two actions facts/moves per round.

*Arcane mastery (active)

When a magician with the distinctive trait does not have the necessary mana to cast a spell, he can temporarily lower the value of his Incantate ability to gain the missing magical energy. Each point by which he lowers the ability grants him one mana gem. A magician can not lower his ability to below 1 by using this feature. The reduction in ability lasts only for as long as the incantation time. Once the incantation is complete, the ability returns to its normal value. Only gems required by a spell's incantation can be gained this way.
Obligation: The character can only use this distinctive feature if he doesn't have enough gems for the spell's incantation.

Artifact (passive)

Wether he inherited it or stole it, whatever the cause, the character owns an object that has to do with incantation (maybe even a mana gem), divination or revolution, at the player's choice. This item may not have an Availability index of above 10.
Obligation: The character must evade the legitimate owners of the artifact, who show up at the GM's discretion.

Assassin (passive)

When an Assassin succeeds at a Charge/PUG action, the first Damage roll he will cause during the combat in which he takes part will be resolved by rolling an extra d6. Moreover, he may apply the adding rule to any result.

Assassin has no effect against Assassins and Beings of Destiny, as well as against characters with Conscience.
Obligation: The character must be stealthy when he declares his charge.

Assault fire (active)

The character masters a special assault technique. When he uses Charge, he can shoot once using the same dice (within the limit of the ability used to shoot).

The shooter must however have a line of sight on his target at the beginning of his movement. The shot is resolved before the miniature is moved, while respecting the following rules, in order:

- The distance between the shooter and his target must be measured before the charge. If the shooter is not within shooting or charge range, then nothing happens;
- If the shooter must overcome fear to be able to charge his target, then that test must be resolved before the shot. In case of failure the warrior doesn't shoot;
- If the target must overcome fear, then that test must be resolved after the shot.

A warrior may only make a single assault fire for each use of his Charge ability. If his target is eliminated by the shot, the warrior may redirect his charge onto a new opponent, but he cannot assault fire a second time. In this case, the rules used are the same as when a frightening warrior redirects his assault after making his opponent flee (see Confrontation).
Obligation: The player must target for his shooting attack the same target as for his charge.

Authority (passive)

When it's the character's initiative turn, he can choose one of the following options:

- Switch places in the resolution order with an allied character who would normally have to act later;
- Make an allied character of his choice act right after him.

Once this decision is taken, it cannot be changed.
Obligation: The character has to be in his most highly rated attitude.

Bane/X (passive)

For this feature, X is a race, a culture or a trade. When a character undergoes a Damage roll against an opponent who fulfills this condition, he keeps one extra die. The effect of this distinctive feature is cancelled by Hard boiled.
Obligation: During an Opposition, the character must attack opponents who fulfill the condition for this feature first, unless he is unaware of it.

Block (passive)

Results of ⚀ are not automatic failure on reactions that augment Defense. They are counted as 1.

Obligation: The character must have Style as his favored attitude.

Blood brother/X (passive)

In this case, X is a character to whom the one with this trait is linked. When two blood brothers are within two squares from one another and can see each other, they can transfer dice from their AP and RP to one another once their dice have been placed.

Obligation: The character's blood brother must be from the same race as he is.

Born killer (passive)

An extra die is kept on all Wound rolls stemming from a confrontation action against a target in contact. The cumulative rule is applied to the kept result, if possible.

Obligation: The character must finish off every one of the opponents he is fighting

Bravery (passive)

The character is particularly brave. When faced with a FEAR or targeted by Intimidate/PUG, his PUG or his DIS is increased by a point. Moreover, if the player places all of his dice in his AP, his character gains a minimum quality of a point to all of his tests causing a Wound roll.

Obligation: The character must always be the last one to flee.

Brutal (passive)

When he makes a confrontation action favored by Pugnacity and targeting an opponent in contact, the character considers free dice as bonus dice.

Obligation: The player must not hesitate when he has to announce the actions of his characters. GM's call.

Brutish charge (passive)

An extra die is kept on a damage roll stemming from a Charge action. The adding rule is applied to results kept, if possible.

Obligation: The player must resolve only one action this round: a charge.

Cat's paw (active)

The character is particularly discreet. When stealthy, he does absolutely no noise, and can therefore only be discovered through sight or smell.

Obligation: The character must suffer from no armor or encumbrance penalty to benefit from this feature.

Concentration/X (active)

The character marks X ability/abilities on his character sheet. When he uses them, his attitude is always favorable.

Obligation: The character must have Discipline as his favored attitude.

Conscience (passive)

A character with this distinctive feature gains the following bonuses in an area of eight squares around him :

- Any Scout within this area is no longer considered as stealthy ;
- His control zone is doubled by a symmetric area behind him;
- He can shoot at a character he does not see if no solid obstacle (wall, tree, miniature...) is in his projectile's trajectory;
- If he is a mage or a faithful, he can cast a spell or call a miracle on a target he does not see. In this case, he ignores obstacles, even if the effect has a projectile shape;
- He can use counter-magic (or censorship) without having to see the spell (or miracle) thrower he must thwart. He must still be within the spell or miracle's range, however;
- The distinctive trait Assassin has no effect on him.

Obligation: The character must have Discipline as a favored attitude.

Counter-attack (active)

When a character with this distinctive feature takes a confrontation reaction, the player may announce that he will counter-attack before rolling the dice. If the reaction is successful, he rolls 1d6, which he does not take from any of his reserves, to immediately resolve an action with, at the player's choice, Bash/PUG, Slash/PUG or Pierce/SLE. This action must target the opponent who has caused the confrontation reaction.

Obligation: The character must have Style as his favored attitude.

*Cure/X (active)

The character is a skilled doctor. When he successfully uses the Heal ability, he benefits from a minimum quality equal to X.

Obligation: The character must heal all Seriously Wounded (or worse) allies.

Desperate (passive)

When someone Desperate is in the Control Zone of many characters or of an opponent with a higher Potential, he gains a +1 to the final results of his confrontation actions.

Obligation: The player may never willingly make his character flee. However, a game effect may force him to.

Devotion/X (active)

The character is gifted with a special link to magical energies. He can, by spending an AP die, give mana gems to a mage within X squares from himself. The mage then gains 1 to X mana gems (character's choice), he must spend before the end of the turn. The character with Devotion then takes a Penetrating/0 Damage roll of a POW equal to the amount of gems given. If he dies, the gems are still gained by the magician, who benefits from an extra gem of the same type.

Obligation: The character must perceive the magician to use this feat.

Disengagement (passive)

A character with this distinctive trait does not have to end his movement when he enters someone's Control Zone.

Obligation: The character must announce Disengagement every time his character enters another's Control Zone. If he forgets, his movement ends.

Dodge (passive)

When he undergoes a confrontation reaction, the character gains a free die.

Obligation: The character must have placed all of his dice in his RP

Enlightened (passive)

Results of ⚄ rolled during resolution of divination move can be considered as ⚄ or ⚅.

Obligation: The character must proceed to relate one prophetic vision / pronouncement, which has to do with his cult when he wants to use this distinctive sign. The character echoes the player.

*Enormous (passive)

The Size of an Enormous character is increased by a point to determine his hit points and reach.

Obligation: The player must declare a compulsory gamble on all of the Slither/SLE tests he undergoes.

*Exalted (passive)

If the results of a divination action are all ⚀, it is not an automatic failure. The same goes for any interaction action with a target from the same cult as the faithful.

Obligation: The character must be favoring his most highly rated attitude.

Fanaticism (passive)

The character firmly believes in his religion or another great cause. When he is routing, he is neither traumatized nor panicked and does not have to flee. Moreover, if the player places all his dice in AP, the character gains a +1 to the final result of his Wound rolls.

Obligation: The character must always remain faithful to his cause. Gm's call.

Feint (active)

When a character with this distinctive feature succeeds at a confrontation action targeting a character in contact, the player doing the action may decide to not wound his target and instead make him lose an AP or RP die. Announced gambles allow to discard more dice, at a one for one ratio.

Obligation: The player must have placed as many dice in action as in reaction during the speaking turn. If he has an odd number of them, he must discard one.

Fencer (passive)

When he attempts a confrontation action or reaction, the player may transfer one die from his AP to his RP and vice-versa. He can only do it once per round.

Obligation: The player must have placed dice in both his pools at the beginning of the round.

Ferocious (passive)

If a Ferocious character inflicts a Stunned to an opponent, this opponent loses an extra hit point.

Obligation: The player must not have declared any gamble for the Ferocious character's action.

Fierce (passive)

When a Fierce character is Incapacitated, he does not fall unconscious, even if he has lost his last health point or has been finished off. He keeps on acting until the next deployment phase. Only then is his model replaced by a corpse token. During that length of time, he is subject to the following rules:

- He has a wound penalty of - 4;
- He cannot be healed;
- He cannot be finished off.

Obligation: The player must have Pugnacity as his favored attitude.

Focus (passive)

Results of ⚄ during an Incantate test may be considered as either ⚄ or ⚅.

Obligation: The player must know the exact name and mana cost of the cast spell by heart.

Goblin's jeers/X (passive)

The character's innuendo-filled manners and colored speech generally gets him on the good side of common people. When doing an interaction move in the lower city, he is always considered as having and Intimacy of X with his target.

Obligation: The player must portray his character in a clumsy and insulting way while in the upper city.

Hard boiled (passive)

A character with this distinctive feature is particularly resilient. Wound rolls against him cannot benefit from the cumulative rule.

Obligation: The character must inflict at least as much damage to his opponents as he has recieved.

Hardened (passive)

The character is an experienced adventurer. When the character gains this feature, the player selects a group of abilities from the following list: confrontation, exploration, interaction. During the resolution of actions from the selected group, free dice are bonus dice.

Obligation: The player must use the maximum amount of d6 when his character does an action favored by Hardened.

High roller (active)

Crooked or not, the character is a professional gambler. Results of ⚄ rolled during any move which has to do with gambling can be considered as ⚄ or ⚅.

Obligation: The character randomly selects his attitude at the beginning of every Opposition.

Harassment (active)

A character with this distinctive feature can pause his movement to take a Shoot/SLE or Aim/SLE action. The MOV points he has not spent may be used once the action is resolved to finish the movement.
Obligation: The player must have Sleight as his favored attitude.

*Iconoclast (passive)

The character draws his faith from his enemies'. A faithful with this distinctive trait does not determine his temporary Faith using his Alliance's faith value, but using one of the other two.
Obligation: The character must fight or verbally oppose those who believe in different dogmas than his.

Implacable/X (active)

An Implacable warrior can make a movement each time he puts an opponent in contact in the state "Dead?". He uses his MOV, and can use this feature X times per round, but only once per "Dead?" opponent.
Obligation: The character must not be in a Control Zone when he uses this distinctive feature.

Infiltration/X (passive)

This distinctive feature is activated at the beginning of the speaking turn and allows to move X squares by sacrificing 1d6 before splitting one's dice between AP and RP. Control Zones do not interrupt this movement.
Obligation: The character must not have been seen by a non-allied NPC during the Opposition.
Note: *X can never be greater than the character's MOV.*

Instinctive firing (passive)

The character has a gift for hitting his target when shooting in a crowd. When he is shooting at a character engaged in melee, he hits another warrior only if he rolls ⚀. On a ⚁ or a ⚂, he hits no one.
Obligation: The player must announce his target without hesitation. GM's call.

Leadership/X (passive)

The character is a natural leader, inspiring his companions. Any allied characters within X squares may use this character's DIS to resist fear and Initimidate/PUG tests. Moreover, when he uses the Command/DIS ability, the character always gets the free die, even if Discipline is not his favored attitude.
Obligation: The character cannot move away more than X squares from an ally.

Leap (active)

This distinctive feature allows a character to perform astounding leaps. When he uses the "Stunt/STY" ability, he does not need to take a running start, and can therefore use his entire MOV in a leap.
Obligation: The character must have selected Style as his favored attitude.

*Loyal/X (passive)

The faith of the character is exceptionally strong. When present in a place or on a tile, he adds +X to the Faith value of the faithful.
Obligation: Interaction actions targeting a faithful of the character's cult cannot give a reaction to the character

Luck (active)

The player can reroll one test per turn. This reroll is done with as many dice as the original roll and can be for any test, even a Wound roll. No matter what the rerolled result is, it must be kept.
Obligation: The player must reroll one successful test every turn in which he calls upon his luck.

Martyr/X (active)

The character may wound or sacrifice himself to give Temporary Faith to a faithful of the same alliance as him and whom he can perceive. He can in this way give 1 to X TF points. To do this he must make a feat causing him X Penetrating/0 damage points. If the character succumbs, the faithful gets an extra TF point.
Obligation: The character must have Discipline as his favored attitude.

Master archer/crossbowman (passive)

Warriors with one of these distinctive traits may make an extra range attack by splitting the result of a Shooting test to obtain two final results. If these two results beat the difficulty for the undertaken action, both hit. Any gambles taken must be satisfied by both these results. The cumulative rule can only be applied to one of these results. If either one of the two results isn't high enough to hit the target, both shots fail.
Obligation: The character must have Style as his favored attitude.

Master fencer (passive)

If the results rolled during a Pierce/SLE move are all ⚀, it is not an automatic failure.
Obligation: The character must formally introduce himself to all his opponents.

Master strike/X (active)

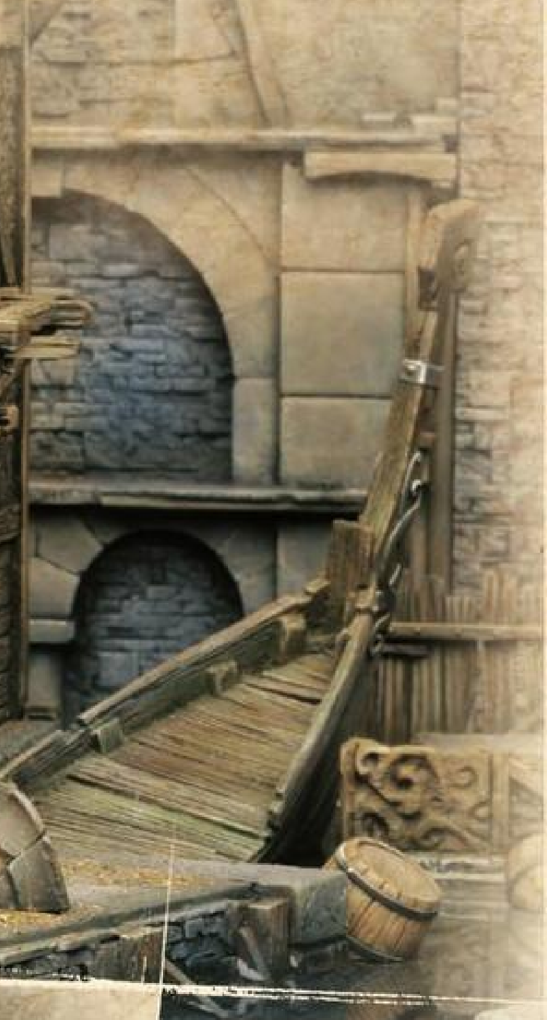
If more than a die was announced for an action with Charge/PUG, Bash/PUG, Slash/PUG or Pierce/SLE, the player announces "Master strike". He then only rolls a d6 to land a more powerful blow. If the character succeeds in his action, he adds to the final result of the Damage roll the amount of d6 he did not roll, as well as X.

Obligation: The character must have Discipline as his favored attitude.

Mechanic/X (active)

The character is gifted when it comes to whipping up a form of machine. When his character gains this distinctive feature, the player selects a type of technology (see Revolution). Every time that his character makes a test that has to do with that technology, he benefits from a minimum quality equal to X.

Obligation: The character must always wear at least one piece of equipment linked to the chosen technology.



Mercenary (passive)

A mercenary character works for whoever pays the most, and has learned to accept his employers' conditions. Thus, when he favors the same attitude as his employer, he gains the free die of all of his moves, no matter which attitude favors them.

Obligation: The character must blindly obey his employer.

Minelayer (passive)

When the character places explosives on the game board, they are automatically considered to be stealthy.

Obligation: The character must be stealthy when he places the explosives, or he must place them before the beginning of the Opposition.

Mutagenic/X (active)

A character gifted with mutagenic is either a syhar clone, a goblin mutant or an inhabitant of Aarklash victim (or benefiting) from medical experiments. At the beginning of every round, before placing his dice, the player can distribute X points between his attitudes. Whether the player uses Mutagenic or not at the beginning of the next turn, these modifiers end at the end of the turn where they were chosen.

Obligation: The character must spend his Mutagenic points in his favored attitude.

*Negation (passive)

A character with this distinctive feature does not need to see his target when countering magic or censoring.

Obligation: The character must answer no to all yes/no questions.

*Pariah (passive)

A Pariah character cannot benefit from any positive effects stemming from an interaction action or reaction undertaken by a character who is not a Pariah himself.

Obligation: Allied characters cannot succeed at any Manipulation (see Interaction) targeting the character.

Personal enemy/X (passive)

X is the name of a character hated by the character with this distinctive feature. Each time he tries to harm his personal enemy; the character gains a minimum quality equal to the Intimacy he has with his enemy. This Intimacy is equal to two during character creation and is increased by a point each time they face one another.

Obligation: The character must to try harm his personal enemy as soon as he has a chance to do so.

*Piety (active)

Faithful with this distinctive feature can keep up to 2 TF points from one round to the next as long as they still have some left when they calculate their new TF. This reserve can only be two points from one to the next.

Obligation: The character must go visit a place consecrated by his religion at least once per day.

Possessed (passive)

Someone who is Possessed considers penalties due to Wounds as being one Wound lower. Thus, a Light Wound causes no penalty; a Serious Wound causes the same penalties as a Light Wound and a Critical Wound the same penalties as a Serious Wound. A possessed character still falls unconscious when he reaches the "Dead" health level. This distinctive sign does not affect Healing tests.

Obligation: The player is not informed of the wounds suffered by his character. The GM keeps track of those wounds behind his screen and only tells the player the penalty his character currently has.

Precision (passive)

Results of ⚄ rolled during Shoot and Aim move resolution can be considered as ⚄ or ⚅.

Obligation: The character must have selected Discipline as his favored attitude.

Rallying cry (active)

A character can only yell a single rallying cry per Opposition. When he does the (TL) increases by a point. All allied characters who were routing are now rallied, and those who weren't gain a +1 to their DIS to resist fear.

Obligation: The character must have Discipline as his favored attitude.

Rapidity (active)

The character is quite skilled at running. If he makes two consecutive Move facts, he gains his MOV a third time to make that move, as well as a free extra quarter turn.

Obligation: The character must have selected Style as his favored attitude.

*Recovery/X (passive)

At the end of each round, the magician with this distinctive feature regains X mana points in one of his gems. These points must be from an element he masters.

Obligation: The character cannot change his attitude at the end of a round where he has benefited from this distinctive feature.

Recycler (active)

The character has a golden touch when it comes to restoring deteriorated objects and recycling materials of poor quality. When creating a technological item, the Material level is increased by a free level and, during an Opposition, he benefits from a free die on rolls for Design and Repair ability tests.

Obligation: The character must claim every abandoned object of the technology of choice for himself and repair the damaged ones.

Reflexes (passive)

During the resolution phase of a round, the character has the initiative as though he had placed one more die in his AP. In case of a draw in regards to the number of dice, he always acts first.

Obligation: The character must use all of the dice he has places in his AP the moment he speaks.

Regeneration/X (passive)

At the end of each round, the player rolls 1d6. On a result equal to or lower than ⚄ or X (the lower of the two), he can clear all marked squares from his lowest health level.

If the test is successful, the character immediately benefits from a second Regeneration/X test with the same conditions. However, whether or not this second test is successful, it does not allow a third test.

A character who no longer has hit points does not benefit from Regeneration/X, even if he is still on the game board due to a game effect of any kind.

Obligation: The character must discard a die from one of his reserves.

Reorient (active)

A character with this distinctive feature can freely reorient himself at the end of a round. This reorientation is not considered a movement. A character can keep someone with this distinctive feat from reorienting himself if he is in an adjacent square.

Obligation: The character cannot change attitude when he reorients himself using this distinctive feature.

Resolution/X (active)

The character has an iron will. When he has decided to do something, failure is no longer an option. Once per round, he gains a minimum quality of X to one of his tests.

Obligation: The character can never flee from an Opposition he has started of his own free will.

Righteous (passive)

The character is filled by an unfailing moral rectitude. He can never be affected by routing, or controlled by another player than the one who created him. Moreover, when he places all his dice in his AP, a Righteous gains a +1 to the final results of any test which may cause a Wound roll.
Obligation: The player must follow his character's code of honor to the letter.

Rigor (passive)

If results from the roll for a Subtlety move come up as all ⚀, it is not an automatic failure. Moreover, characters with Rigor always have a better point in the knowledges they learn. That point is not noted on the character sheet as it does not affect the experience system.
Obligation: The character must keep his character sheet spotless and must write on it so that anyone can read it.

Romeo (active)

The character is irresistible. Whenever he makes a move favored by Style, the free die is a bonus or extra die.
Obligation: The character must try to seduce all members of the opposite sex (or of the same sex) that he targets with an interaction move

*Ruthless (passive)

When inflicting damage to an opponent, the character always pushes him back by at least a square. This distinctive feature has no effect on Steadfast characters.
Obligation: The character must try to push back all opponents with whom he is in contact

*Sapper/X (active)

The character is skilled in breaking or leading sieges. When inflicting a Damage roll to a piece of scenery, he benefits from a minimal quality equal to X.
Obligation: The character always carries sapping tools (tools, axe, apron, etc.).

Scout (passive)

During deployment, Scouts are automatically stealthy , unless deployed in contact with a Scout or near a being with the Consciousness feature.
Obligation: The player must whisper for as long as his character is stealthy . He must not make any noise with his chair, etc. He can toss the dice normally, however.

Sequence/X (active)

A character with Sequence/X can gain extra AP and RP dice when the player places his dice. Each extra die lowers his abilities by a point. X is the limit of extra dice which can be gained with this distinctive feature. These dice cannot allow a character to have more that twice his POT in dice in his AP and RP. These extra dice are lost at the end of the round.

Changes brought on by this distinctive feature only last for the current round.
Obligation: The player must announce all of his actions before resolving the first one when he uses this feat.

Sharpshooter (passive)

If the results of a Shoot and Aim move for a sharpshooter are all ⚀, it is not an automatic failure.
Obligation: The character must have Sleight as a favored attitude.

*Steadfast (passive)

A Steadfast character can never be pushed back.
Obligation: The character must not have moved this turn.

Strategist (passive)

Results of ⚄ rolled during the resolution of Command and Coordinate can be considered as ⚄ or ⚅.
Obligation: The character must have Discipline as a favored attitude.

*Strength when charging/X (passive)

When a character with this distinctive sign charges, his POW is increased by X. This bonus is applied until the end of the round, but only against the opponent targeted by the charge. Every modifier due to various game effects are applied as normal to this new POW.
Obligation: The character must have Pugnacity as his favored attitude.

Survival instinct (passive)

Before every Damage roll against a warrior with this distinctive feature, the player who controls this warrior rolls 1d6. On a result of ⚅, the Damage roll is cancelled.
Obligation: The character must flee as soon as he suffers from a Serious Wound.

*Thaumaturgist (passive)

When calculating his TF, a thaumaturgist faithful has as many extra points as his current Wound penalty.
Obligation: The character must not take any action which could make him regain hit points.

Tightrope walker (active)

The character masters his movements, possesses a keen sense of balance and can do stupefying stunts. When he moves on a rooftop, each square always costs him a MOV point. As is also the case when he moves on terrain which tests his sense of balance (GM's call).
Obligation: The character must have Style as his favored attitude

*Toxic (passive)

A character with this distinctive feature is able to excrete a particularly toxic biological venom. During an Opposition, all of his natural attacks inject a venom (see Confrontation), the nature of which the player selects during character creation. Moreover, the character does not need raw material to create his venom.

Obligation: The character must inject the venom to every character he touches.

Vivacity (passive)

During the declaration phase of the round, the player may announce the placement of his dice as though his attitude was one higher or one lower.

Obligation: The character must announce the placement of his dice before any other player who has chosen the same attitude than the one he is talking to.

War cry/X (passive)

When a character with this distinctive trait charges a character, he generates a natural FEAR equal to X. Exceptionally, X is equal to the POT of the character, and not half of his POT. If this FEAR is equal to or higher than the charge target's possible FEAR, the charging character is now immune to that FEAR.

Obligation: The character must always charge and yell his war cry when he wants to attack a character for the first time.

Note: *Using this ability increases the (TL) by a point (see Exploration)*

War fury (active)

A warrior in this state of fury has to place all his dice in his AP. Free dice he may have are bonuses on moves of level 1 or higher abilities. It is thus possible to roll an extra die one's own level of ability. Moreover, the character must use all of his dice and cannot change attitude at the end of the round. No game effect can transfer the character's d6s from his AP to his RP.

Obligation: The player must announce his use of War fury before the Pugnacious announce their actions for the turn. If more than one warrior uses War fury, the more Pugnacious of them speak first. In case of a tie, the one with the smallest Size speaks first.

A warrior previously forced to place all or part of his dice in his RP may not use War fury.

*Warrior-mage (passive)

The character blends the art of war and the art of magic in an interesting fashion. Each time he spends experience points to increase the value of a confrontation ability, he may choose to increase an incantation ability instead, and vice-versa. He must already have the selected ability.

Obligation: The character may only select confrontation and incantation trades.

*Warrior-monk (passive)

The character blends the art of war and the art of divination in an interesting fashion. Each time he can increase the value of a confrontation ability, he may choose to increase a divination ability instead, and vice-versa. He must already have the selected ability.

Obligation: The character may only select confrontation and divination trades

*Wild/X (passive)

A Wild character gains +1 to the final result of all of his confrontation moves for as long as he is at least X squares away from any ally.

Obligation: The character must have Pugnacity as his favored attitude.

6/ FREE LEAGUER'S MOTIVES

To become a free leaguer in Cadwallon is not an innocent act. The history of the leagues goes back straight to the founders of the city, the Dogs of war, and every Cadwë knows it. To choose your "trade" is therefore to ask for a special status, with the privileges and obligations that come with it. It's also taking the first step into a world composed of plots and backstabbing. Not to mention that the leagues are mistrusted, sometimes even hated, two other strong emotions that are common in Cadwallon.

One does not become a free leaguer on a whim one morning – one needs a reason, a **motive**.

FELICITY

Whether thanks to an ideal or by ambition, some people decide to become free leaguers to increase their social status. They have chosen their calling and don't hesitate to let it known. Believing entirely in the principles which the leagues followed when they were founded, these people are those who push the leagues to reach a higher status.

Ambition: Some Cadwës are not satisfied with a life spent to help the guilds and try to gain a prestigious position, riches and privileges as quickly as possible. Sometimes, ambition serves another goal. For love or by self-interest, a character can try to conquer someone of a superior status.

As for refugees, Cadwallon offers them a life of hard labor, with the assurance that their descendants will have their place in the city. This means buying a work license from one of the guilds and therefore, in many cases, to be indebted for years to the Usurers. If this situation is enough to insure a form of social peace in the city, some exiles (generally from the poorest class or the orphans aspire to more than that. They seek to "make" their own fortune quickly.

The traditions: Cadwës are proud of their heritage and their unique status in Aarklash. For some, this pride is strong enough to have the desire to perpetuate the traditions of the Dogs of war, serving the Duke of Cadwallon and to be a rampart against the nations who covet the riches of the city.

Sometimes, some refugees feel that call. More than a desire for riches or glory, it is for them a desire to "give something back" to the city which took them in.

Adventure: To explore ancient and mysterious ruins, to negotiate new alliances in the shadows, to discover what is truly happening behind the scenes, fighting against opponents who are also brothers-in-arms and who live for the same thrill you do... All these attract free leaguers more than the promise of gold or the desire to renew old traditions.

DESTINY

Sometimes fate chooses for you. Becoming a free leaguer is more the result of circumstance, the end result of a series of events, sometimes provoked, sometimes random. For these people, there is no vocation, just the willingness to live with it, and to get as much out of it as possible.

Enrollment: The leagues sometimes recruit new members. Thus, an individual may be asked to ply his trade or invest in a small free structure, independent from guild control. Honesty just so happens not to be a big virtue among the leagues. Thus, according to the ambition and gullibility of some people, certain "recruiters" get what they want. This is notably the case with refugees who do not master the Cadwëe language well enough to understand all the implications of the free leaguer profession.

All that is left for the free leaguer is to impose himself among his peers, especially if his recruitment had no other reason than a financial investment...

Or maybe the character actually tried to enter the leagues. Are his intentions more "honest" for it? In the influence game between leagues, nobles, guilds and the different races, spying is an easy to use weapon. The character might be, against his will and in secret, serving another faction who is trying to change the fate of the leagues.

Discovery: The free leaguers have a certain privilege: anything they discover is theirs. Consequently, it isn't difficult to imagine the anguish felt by an inhabitant when he discovers an ancient passage or a forgotten treasure. The fear of seeing a league drop in and claim "his treasure" can motivate some Cadwë, who were leading until then quiet lives, to take the final step in order to claim their due. Most inhabitants, in this kind of situation, will try to sell their discovery to free leaguers. For others, this works as a starter – when their treasure is no longer enough, caught up in the games played by the leagues, they go out seeking more riches.

Amnesia: One wakes up, one morning, with no memory of his identity or of his past. Surprisingly, the only ones to recognize the character are free leaguers. They themselves don't know anything about the character's amnesia, saying that he's been missing for some time. What's really going on? Did the free leaguer *cause* his own amnesia, to forget memories too painful to keep? Is it a manipulation of his "brothers-in-arms", a well-planned kidnapping?

Even worse – is the character really what he thinks he is? Sometimes, the Scorpions' experiments leave marks on the psyche of their test subjects, unless the amnesiac is nothing less than a clone of a former free leaguer, too important for his league to go on without him. Is he even still alive? Becoming an undead or being possessed also tends to be an experience that leaves marks.

PAIN

When life has nothing left to offer and that the choices one must face are each more painful than the last, becoming a free leaguer is sometimes the only way to keep a step ahead or the last chance one has. These kind of free leaguers drag their past with them like a heavy chain, they are doubtless the most merciless, and also the least concerned about the symbolic value of the leagues.

Survival: The character's old life might not have left him another choice than to become a free leaguer. Whether he was a rich merchant or kept his savings in a woolen sock, the plots of Cadwallon put his life in danger. Becoming a free leaguer is a way to find new allies, a new life... and to be under the Duke's immediate jurisdiction.

This situation is not unique to Cadwës and a refugees hunted by his former nation will need more than just the ramparts of the city to avoid emissaries with bad intentions. Few organizations will be willing to come forward and support him against his powerful enemies. Among the free leaguers, the character will find men united by a single ideal and a feeling of kinship. This, however, is not a golden rule and the facts often differ the theory, but the leagues remain the safest place for the character.

Ruin: Life is sometimes tough in Cadwallon and trouble never seems to stop coming. Even a member of a guild who's seen it all, known by his peers, is not safe against a bad investment, a tough period or high gambling debts. Once one is ruined, without a home or friends, there are very few choices left to take. The weaker people will lose themselves in the maze of the lower city or hope to make enough to start over by mortgaging themselves to the Usurers. Faced with such choices, the profession of free leaguer seems like a party. Not to mention that if the character is ruined, he still has his skills, the very skills which allowed him to climb so high in guild hierarchy. This ought to get the attention of the leagues...

Revenge: Whether one has few things or many things, one cannot take certain losses without feeling a need for revenge. A family massacred, a love stolen, a ruined reputation are things which can drive a man to live for nothing but slaking his thirst for payback. Sometimes, the enemy is too powerful, too difficult to get to. Becoming a free leaguer is then an excellent opportunity – freed from the weight of Cadwë society, the one-way justice of the nobles and the control of the guilds, the character can craft his plan for revenge at his own pace. Of course, a bit of patience is required, along with much willpower and the willingness to make many compromises, but in the end, the free leaguer is sure to see that his justice is served.

FREE LEAGUER COMMON TRAITS

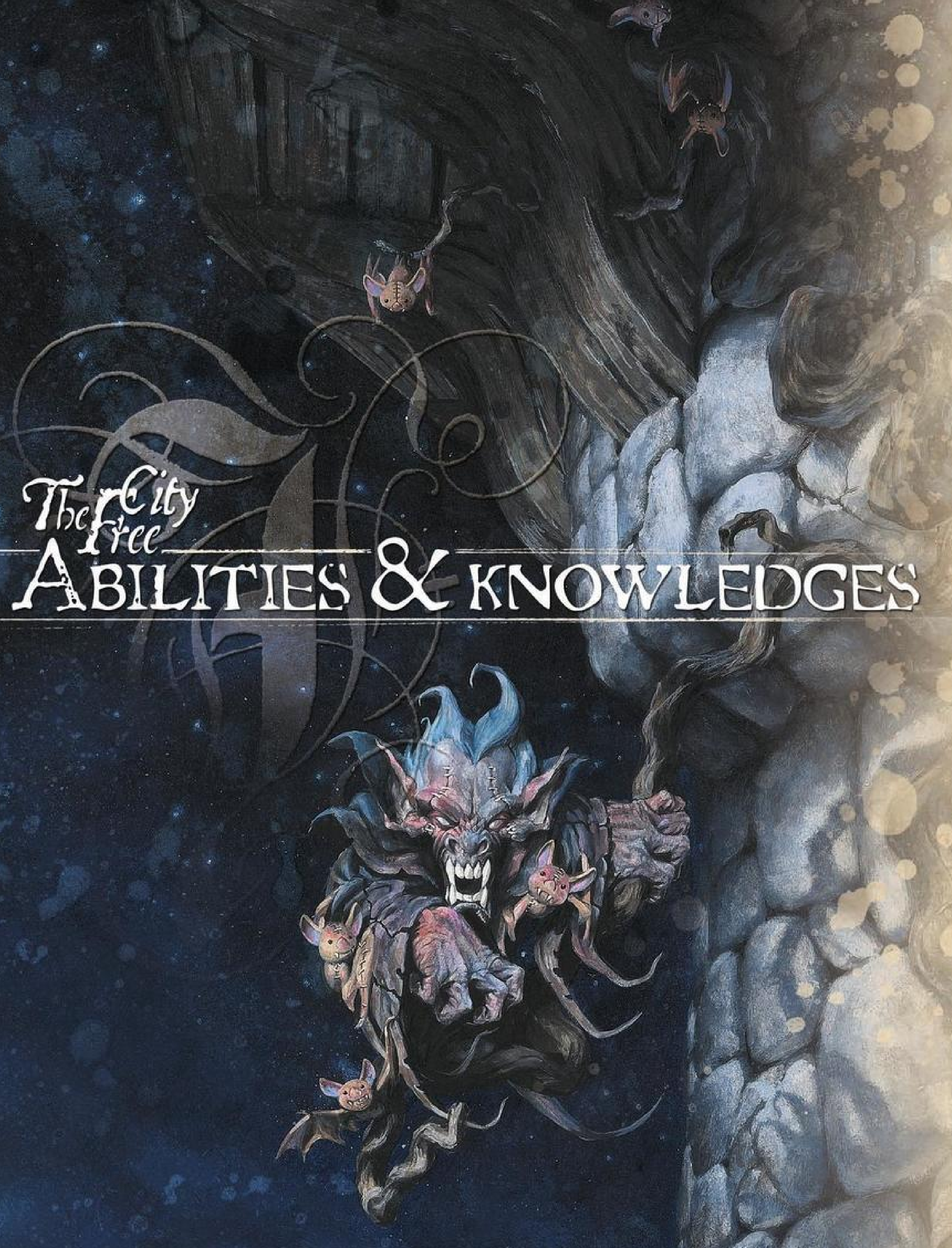
The free leaguers have talents and knowledges in common due to the activities of their leagues. This pool of common knowledge is explained in the following table. If some of these abilities and knowledges are already known by the character (whether they may be abilities granted to him because of his race, culture or trade), the player must increase them by a level.

The **abilities** common to free leaguers are (only one possible choice in every category):
- Slash/PUG +1 or Bash/PUG +1 or Pierce/SLE +1 or Wrestle/OPP +1 or Shoot/SLE +1;
- Stunt/STY +1 or Slither/SLE +1;
- Command/DIS +1 or Intimidate/PUG +1;
- Conceal/OPP +1 or Hide/OPP +1 or Crook/OPP +1;
- Dodge/OPP +1 or Parry/STY +1;
- Identify/SUB +1 or Look out/DIS +1.

The **knowledges** common to free leaguers are (only one possible choice in every category):
- Administration (Cadwallon) 2;
- Faction (Player's choice) +1;
- Fiefdom (Player's choice) +1;
- Language (Cadwë) +2;
- Leagues +2.

Free leaguers also have a few privileged **contacts**.
- Two levels for a single Cadwë contact (upper or lower city);
- Two levels with the Duke of Cadwallon.

The first of these contacts may have been selected during a previous step, but cannot be the Duke.



The City Free

ABILITIES & KNOWLEDGES

In her bright purple dress Neline was the embodiment of the young belles of the upper city this morning. She stood her buxom body in front of the faction militiaman.

– Captain, if you please?

The young man stood to attention, stammering.

– Ma'am, I'm only a sergeant...

Interrupting him Neline resumed.

– Very well, lieutenant. Now, I'd like to enjoy the view of Cadwallon from my uncle's house.

With a delicate gesture she pointed at the rich-looking homes a few meters away.

"Unfortunately, she continued, your awfully situated tower prevents me from fulfilling my wish. Couldn't you possibly make me forget this inconvenience, lieutenant?"

The man in arms hesitated for a few seconds, having a hard time bearing Neline's gaze.

– Follow me, ma'am. Your wish shall be met.

From the top of the tower one could see the whole city and its surroundings. Embolden by the familiar grounds, the temporary guide took Neline by the hand.

"You see, my fair lady, from the top of this tower you can see the famous Kraken harbor and its endless trading of goods from the four corners of Aarklash. Further beyond those small specks on the sea are the Immobilis islands, which are reputed for the beauty of their wildlife."

– And that dark area to the left? asked Neline while gripping the militiaman's arm. It's spooky!

– Have no fears, ma'am, you're safe here. Over there, on the other hand, you would have much to fear. In Darkshore there are only smugglers and those Akkyshan dogs, with all due respect. But you should rather admire the glow of the glass halls of Infinite Wisdom, far to Elion.

– You mean those towers in which Lahn is reflected?

– Yes, those ones. Much reputed engineers live there.

Neline simpered, letting out short gasps of admiration. She pointed a finger toward Elion.

– And that smoke over there on the riverside?

– That, ma'am, is Spit-powder, a factory in which poor chaps work themselves to death day and night. It used to be inside the city walls, yet since the explosion they had to move it further away. You understand... ma'am?

Neline was at the other side of the tower, she seemed lost in her thoughts gazing at the city.

"Am I boring you with all these details?"

– Not at all, lieutenant, she answered with a sweet voice. I was simply wondering who the owner of that huge tower was.

– That's the famous Dyrsin tower, ma'am. It is inhabited by a Cynwäll and they say that great treasures of magic are hidden inside. Right below it you can make out the remains of the Wall of Earth.

Neline leant over the parapet to look down to where her guide was pointing at, her eyes scanning the rooftops below. Suddenly she stood straight again.

– Very well, my curiosity has been satisfied! she said.

Neline walked with a determined pace toward the staircase, silently accompanied by the sergeant. At the bottom of the tower she threw him a seductive glance.

– I have to leave you now, lieutenant. Maybe we will have the opportunity to meet again. I thank you from the bottom of my heart for you devotion.

– Ma'am, it was a great pleasure serving you, answered the guard while puffing himself up. Don' t they say that ' in Cadwallon beauty is queen'?

True, and that fools are kings, thought Neline while leaving.

A moment later in a nearby alley she got rid of her dress to return to the comfort of her leather clothes. She now knew how to gain access to the apartments of the extremely wealthy jeweler who she was soon to visit.

ACTION! REACTION?

Every action or reaction, fact or move, is associated to a favorable attitude. Being in the favorable attitude gives a free d6 to act, react, etc in opposition (see further) or the right to reroll ⚅ in the other cases. In the latter case, the new result is then added to first ⚅.

The **cost** indicates how many d6 from the pool it is necessary to spend in order to act or react.

- For **moves**, the cost is indicated Xd6 because it depends on the ability used. In opposition, being in the favorable attitude allows a free 1d6 to accomplish the move (though the number of dice should not exceed the number of dice which the ability level allows to throw). Out of opposition, it allows to reroll ⚅.
- For **facts**, the cost is always the same. In opposition, to be in the favorable attitude reduces the cost of a fact by 1d6. Out of opposition, facts are free. They are considered classic role playing game situations. The player declares or describes the actions of his character, which effectively takes place. In such situations, only roll the dice for moves (throw the same number of d6 as the required ability level allows to and reroll ⚅).

A short text describes then the effects of the action or the reaction.

THE ABILITIES

The abilities are set in families obeying the same particular rules.

Exploration: Allows actions related to movement and stealth.

Confrontation: Allows actions related to combat. These abilities simulate attacks, defenses and actions of support.

Interaction: Allows to influence the decisions of others. These abilities simulate communication and social relationships.

Incantation: Combines rules for spells and mana.

Divination: Combines rules for miracles and the faith.

Revolution: Combines rules for inventions and "modern" techniques on Aarklash.

The mastery of the abilities of confrontation, exploration and interaction is often the result of experience gained on the job. That is why it is possible to do a 0d6 test using one of these abilities. On the other hand, the abilities of incantation, divination and revolution represent an expertise which cannot be separated from a specific knowledge and it is not possible to roll a 0d6 test for any of them.

PRECISIONS

The actions

Opponent: Indicates which characters will have the right to use a reaction when faced with an action. Certain opponents, if they are directly aimed by the action, are then qualified as "targets". It is **always** possible to react to an action perceived without being the target if the action is made on a square in contact.

Dice used for an action are announced at the same time as gambles, before an opponent reacts.

If the result of a die roll (for an action) influences a reference threshold (DEF, MAS, etc.), this new threshold is valid until the character makes no other action.

The reactions

Preliminary action: Indicates which action allows to activate the reaction if one is the opponent.

It is only possible to attempt one single reaction for every action. The statement "Can be combined with" is added to indicate that exceptionally a reaction can be made after a previous reaction.

Once an action is announced with gambles, a reaction can be announced and resolved. The dice from the RP are thus sacrificed and the reaction final result determined before the test of action takes place. An automatic failure of the action doesn't change anything; the dice from the RP are definitely lost.

The influence of a result obtained from a reaction is valid only for the round being staged.

There are no reaction facts.

The conditional actions

During his game round, a player can announce that he will carry out a fact or a move (and only one) if an event occurs in his field of vision. This conditional action will be resolved with the dice from the RP during someone else's turn.

Conditional actions not resolved before the end of a round require the loss of 1d6 of RP during the Recovery phase of the round (see further). Besides, they are not valid for the following round. They can be repeated however.

Example: *"My character shoots if somebody appears at the corner of the street." Is declared at the end of the phase dealing with action management, but the aim test takes place only if the action occurs during the turn of another player.*

ABJURE

Family: Incantation.

The tarot-mages are feared by the other magicians because some of their spells can dissipate the magic created using mana.

Action

Cost: Xd6

Opponent: Whoever is capable of absorbing or thwarting the spell.

The player tests Abjure/OPP (difficulty of the spell). If the final result reaches the difficulty, the effects of the spell are applied.

Gambles to Abjure can impose a minimum quality on the possible reaction tests of opponents, 1 per gamble.

Reaction

None.

AIM

Family: Confrontation.

The character gets ready to take a delicate shot or aims to generate a particular effect. He can thus cut a rope or split a candle so that it goes out when it falls.

Action

Cost: Xd6

Opponent: Character in contact with the user.

The player tests Aim/SLE (4). If it succeeds, the player adds a bonus equal to the number of gambles taken on the test of Aim/SLE to the final result of his next shot during this round or the following one.

Rather than gaining a bonus, the character can choose to aim at a particular target; the accuracy of the shot depends then on the number of gambles taken on the test of Aim/SLE.

Reaction

None.

Object	Minimum Gamble	Effect
Aim at hand	+ 2	Allows to break an object held by someone with an aim test.
Aim at an eye	+ 4	If successful, the target loses all of the dice from the AP and RP.
Rope, candle, etc.	+ 6	Allows to cut such an object with an aim test.

ALTER

Family: Divination.

A proverb says that faith allows us to move mountains. The faithful are the proof since they are capable of modifying the Creation and accomplish feats exceeding the understanding.

Action

Cost: Xd6

Opponent: Faithful with the ability Revoke/PUG able to perceive the player.

The player tests Alter/Special (difficulty of the miracle). If it succeeds, the effects of the miracle are applied.

Gambles allow to dispense oneself from litanies or manifestations. Besides, certain miracles offer specific gambles.

Reaction

Cost: Xd6

Preliminary action: Special.

The player tests Alter/Special (difficulty of the miracle). If it succeeds, the effects of the miracle are applied.

Only certain miracles can be called with this reaction. Their description indicates then this possibility.

Gambles to Alter allow to dispense oneself from litanies or manifestations. Besides, certain miracles offer specific effects for gambles

ANALYZE

Family: Interaction.

The character studies the behavior of an opponent to grasp his motives. Thus the player can better protect himself from the influence of his opponent.

Action

Cost: Xd6

Opponent: The player tests Analyze/DIS (MAS of the target). If it succeeds, the target does not benefit any more from the adding rule and from the free die for favorable attitude until he changes attitude.

Gambles add free gambles to the future reaction tests against the target until he changes attitude. They allow to protect oneself from more than one target. Consider then the highest enemy Mastery. However, it is possible to accumulate free gambles only against a single opponent, indicated before the test.

Reaction

None.

ARGUE

Family: Interaction.

The character deals a structured and thoughtful argumentation. He puts hypotheses, presents examples and unveils incoherencies in the arguments of his interlocutor.

Action

Cost: Xd6

Opponent: Participating in an influence struggle.

The player tests Argue/SUB (MAS of the target). If it succeeds, his character gains 1 IP to his influence struggle.

Gambles increase the number of IP gained.

Reaction

Cost: Xd6

Preliminary action: Action of interaction.

The player tests Argue/SUB. The final result is the level of Mastery of the character against the actions of an interlocutor for the current round.

It is impossible to affect several interlocutors.

BARTER

Family: Interaction.

The character tries to obtain the most advantageous conditions during a deal.

Action

Cost: Xd6

Opponent: Character participating in the Deal or the author of the Deal.

The player tests Barter/SUB (MAS of the target). If it succeeds, his character gains 1 IP.

Gambles increase the number of IP gained for the deal. It is impossible to affect several enemies.

Reaction

Cost: Xd6

Preliminary action: Action of interaction.

The player tests Barter/SUB. The final result becomes the Mastery of the character against the actions of the target for the current round.

It is impossible to affect several interlocutors.

BASH

Family: Confrontation.

The character wields a blunt weapon (B) to strike violently an opponent and force him to stagger back hoping he will hit an obstacle.

A blow with a blunt natural weapon, like a punch, is thus simulated by this ability.

Action

Cost: Xd6

Opponent: Target perceiving the user.

The player tests Strike / PUG (DEF of the target). If it succeeds, the target suffers a damage roll. Besides, he is Stunned.

Gambles allow to increase the POW of the attacker (1 per gamble), but only to determine the backward movement due to this action.

Reaction

None.

CHANNEL

Family: Incantation.

The character accelerates the regeneration of his gem case.

Action

Cost: Xd6

Opponent: None.

The player tests Channel/SUB. The final result determines the number of points of mana regenerated by the magician, according to his highest incantation trade rank. These points are distributed between the various gems of his case. Only immortal gems can thus regain mana. The magician can never retrieve more mana than his gems can contain.

Reaction

None.

CHARGE

Family: Confrontation.

The character charges at an enemy to strike him. His momentum allows him to inflict more damage.

Note: The frightful character who makes his prey flee during a charge can re-direct his charge, either towards his original opponent, or towards a new opponent. However, he only has the remainder of his MOV points which he had not spent trying to reach the original position of his first prey. If no target is within reach, the charge is a failure. If the character still has dice in his AP, he can try to charge, either the frightened opponent, or another opponent.

Action

Cost: Xd6

Opponent: Target perceiving the user and every fighter whose Control Zone is crossed during the charge.

The player gets a free charge move of at least a square, as if he was using his MOV point(s). It is not compulsory to interrupt this movement once there is an opponent in the character's control zone.

If the fighter reaches the target, The player tests Charge/PUG (DEF of the target). If it succeeds, the target suffers a damage roll with an additional d6 for every square crossed in a straight line (that is successive adjacent or diagonal squares) during the charge.

Gambles allow a bonus (1 per gamble) to the final result of the damage roll in case of a successful charge. One can charge only once round, although it is possible to re-direct a charge (see above).

Reaction

Cost: Xd6

Preliminary action: A charge through one's control zone.

The movement of a charge can be interrupted by every opponent whose Control Zone is crossed. If it is the case for several squares, the opponent interrupts the movement of the charging miniature on the square « in contact » of his choice. It is considered intercepting a charge.

In that case, the opponent does a test of Charge / PUG. If the final result is superior to the Defense + the number of gambles announced for the charge, the charge is interrupted. Both fighters are put in contact and none of them need to roll damage. Otherwise, the charging character continues his preliminary action and the opponent remains on spot.

CHANNEL

	RANK			
RESULT	1-2	3-4	5	6
⚀	Break	Break	0	1
0 and –	Break	0	1	2
1-3	0	1	2	3
4-6	1	2	3	4
7-9	2	3	4	5
10-12	3	4	5	6
13-15	4	5	6	7
16 and +	5	6	7	8

When break occurs, the magician cannot use his gem any more until the next rise of Lahn. He will then have to test Subdue/PUG (see further).

CLIMB

Family: Exploration.

The character uses natural hold or climbing equipment to climb up a wall.

In urban areas, a building storey is three meters in height, considered of Large size or two squares. In natural environment, the height of the obstacles depends on the game tile used.

Situation	Difficulty
The angle is pointed	4
The angle is straight	6
The angle is obtuse	9

Situation	Compulsory Gambles
Wet surface	1
Windy surface	1
Visibility	cf. Perception

Note: The use of a rope or a harness confers a free gamble while using this ability.

Action

Cost: Xd6

Opponent: Character in contact with the user.

The player tests (Climb / SLE special). If it succeeds, the character can use his movement points to move along a wall. Should the opposite occur, the character falls to the ground.

Reaction

Cost: Xd6 (Sleight)

Preliminary action: Falling.

A character can stop in extremis a fall, provided that there is a hold in contact.

The player tests (Climb/SLE special). If it succeeds, the character manages to catch the wall. Should the opposite occur, the fall is resolved.

COMMAND

Family: Interaction.

The character structures and organizes the action of his allies. He helps them by giving them recommendations or by giving them orders. However, the influence of the character is limited by his point of view: he can only command the allies within reach. The use of a standard gives one free gamble with this ability, two if it is a banner or a superior-quality standard.

Action

Cost: Xd6

Opponent: Whoever perceives the User.

The player tests Command/DIS (10 - MAS of the target). If it succeeds, the target is free to apply the Adding rule to any result during a test. Moreover, he benefits of a free die for moves influenced by the attitude of the councilor (even if their attitudes are different) up to the next turn.

Every gamble increases the reach of the character giving the orders by a point, so that he can help on a bigger distance.

Gambles give IP for a test of influence. (1 per gamble).

Reaction

None.

CONFOUND

Family: Interaction.

The courtiers have an unparalleled talent for gossip or deceiving the idiots. Repartee is for them a weapon as sharp as the blade of the swordmen.

Action

Cost: Xd6

Opponent: Target of the Confession.

The player tests Confound/DIS (MAS of the target). If it succeeds, his character gets 1 IP to force a Confession (see. *Influence*, p.247).

Gambles allow additional IP for a test of influence. (1 per gamble)

It is impossible to affect several enemies.

Reaction

Cost: Xd6

Preliminary action: Action of interaction.

The player tests Confound/DIS (MAS of the target). If it succeeds, the interlocutor loses 1 IP (Minimum: 0).

Gambles increase the number of IP lost (1 per gamble).

It is impossible to affect several enemies.

CONCEAL

Family: Exploration.

The character tries to conceal an object on him, on somebody else or within his reach.

Situation	Compulsory Gambles
Purse, gem	0
Sword, book	1
Chest, picture	2
Human body	3
Wolfen body	5

Action

Cost: Xd6

Opponent: Character in contact with the user.

The player tests Conceal/OPP. The final result becomes the Stealth of the object. In case of an automatic failure, the object remains in evidence; the opponent realizes it.

Gambles compensate the Size of the object trying to be concealed. The number of compulsory gambles is indicated in the following table.

Besides, it is possible to benefit from one or several free gambles in particularly favorable circumstances (For the GM to determine). For example, concealing a very small object (a ring, a stilet) or concealing something in a dark square confer a free gamble.

Reaction

Cost: Xd6

Preliminary action: Search.

The quick handed Opponent conceals temporarily an object which he wears.

The player tests Conceal/OPP. The final result becomes the Stealth of the object. It is valid only for the Search attempt which follows this reaction.

Gambles work as above.

COORDINATE

Family: Revolution.

The fine-tuning of certain inventions requires a numerous team. A good coordination of the abilities is always an asset on such a project.

It is impossible to coordinate more people than one's POT.

Action

Cost: Xd6

Opponent: Whoever perceives the User.

The player tests Coordinate/DIS (Achievability of the object). If it succeeds, the members of the working team can help, even if they don't have the relevant ability. This effect lasts till the end of the round.

Gambles allow to affect additional allies (1 per gamble).

Reaction

None.

CREATE

Family: Divination.

The power to create constitutes the greatest power which the gods of Aarklash grant to their followers. It allows them to profoundly change the Creation.

Action

Cost: Xd6

Opponent: Faithful with Revoke/PUG perceiving the user.

The player tests Create/Special (difficulty of the miracle). If he succeeds, the effects of the miracle are applied.

Gambles allow to dispense oneself from litanies or manifestations. Besides, certain miracles offer specific effects for gambles.

Reaction

Cost: Xd6

Preliminary action: Special.

The player tests Create/Special (difficulty of the miracle). If he succeeds, the effects of the miracle are applied.

Only certain miracles can be called with this reaction. Their description indicates this possibility.

Gambles allow to dispense oneself from litanies or manifestations. Besides, certain miracles offer specific effects for gambles.

CROOK

The character uses relations, obscure laws or protocol to pull off a scam at the cost of a victim.

Action

Cost: Xd6

Opponent: Target of the Deal.

The player tests Crook/OPP (MAS of the target). If he succeeds, the interlocutor gains 1 IP for a Deal (cf. Interaction).

Gambles allow to obtain additional IP for an influence test, 1 per gamble. It is impossible to affect several targets.

Reaction

Cost: Xd6

Preliminary action: Action of interaction.

The player tests Crook/OPP (MAS of the target). If he succeeds, the target loses 1 IP.

Gambles increase the number of IP lost, at the rate of one for one. It is impossible to affect several targets.

CYPHER

Family: Revolution

This ability allows a character to cypher a message - paper or oral - to avoid its real meaning from being understood (except by those who know the code).

Action

Cost: Xd6

Opponent: Character perceiving the message.

The user chooses a level of Efficiency. Then he tests Cypher/SUB (Efficiency). If he succeeds, his message is correctly cyphered. The Efficiency becomes the difficulty of a decoding test using the same ability.

Reaction

Cost: Xd6

Preliminary action: Cypher.

The player tests Cypher/SUB (Efficiency of the code). If he succeeds, he understands the cyphered message of the preliminary action.

DEFEND

Family: Confrontation.

The character protects an ally close to the dangers of the fray.

Action

Cost: Xd6

Opponent: Character in contact with the user.

The player tests Defend/DIS. The final result becomes the Defense of an ally situated in his Control zone till the end of the turn.

Gambles increase the reach of this action (1 per gamble).

Reaction

Cost: Xd6

Preliminary action: Action of confrontation happening in the Control Zone.

The user tries to intervene between an opponent and his target. The user tests Defend/DIS, taking gambles. If the final result is equal or superior to the Mastery of the user, the Defense of the target against his opponent is increased by the number of gambles taken.

DESIGN

Family: Revolution.

The character tries to use the means at hand to build quickly a simple object (a wheelbarrow, a stretcher, a bow, etc.). Within the framework of the rules of revolutionary crafts, this ability allows a character to design and assemble the various pieces and elements necessary for the manufacturing of a technological object.

Design (Inert, Machine, Naphta, Steam, Herb, Mutagenic, Powders or Constructs) can be used only for objects linked to the specified revolution.

The character has to have access to a workshop or a toolkit, as well as the necessary raw material (for the GM to decide).

Action

Cost: Xd6

Opponent: Character(s) in contact with the player.

The player tests Design/SLE (Achievability). If he succeeds, the object is made.

Gambles confer a structure point (1 additional SP) to the object, within the limits of twice the original number of SP.

Reaction

None.

DESIGN: SOME USEFUL OBJECTS

Objects	Expertise	Achievability	Pro	SP
Barricade	Inert	6	1	3
Timer	Hatches	8	0	1
Fire-spitter	Naphta	8 (POW 1)	0	3
Trap	Powders	POW x 3	0	1
Piston	Steam	6	1	1
Syringe	Mutagenic	8	0	1
Cleanser	Herbs	6	0	1

DESTROY

Family: Divination.

Faith is a powerful weapon. By means of this spiritual energy, the faithful are capable of sending back the existing to the void.

Action

Cost: Xd6

Opponent: Faithful with Revoke/PUG perceiving the user.

The player tests Destroy/special (difficulty of the miracle). If he succeeds, the effects of the miracle are applied.

Gambles allow to dispense oneself from litanies or manifestations. Besides, certain miracles offer specific effects for gambles.

Reaction

Cost: Xd6

Preliminary action: Special.

The player tests Destroy/special (difficulty of the miracle). If he succeeds, the effects of the miracle are applied.

Only certain miracles can be called by means of this reaction. Their description indicates this possibility.

Gambles allow to dispense oneself from litanies or manifestations. Besides, certain miracles offer specific effects for gambles.

DISARM

Family: Confrontation.

The character tries to force an opponent to let go of his weapon or to impede him.

Action

Cost: Xd6

Opponent: Target.

The player tests Disarm/SUB (MAS of the target). If he succeeds, the target lets go of his weapon.

Gambles allow to push aside the weapon away several squares:

- 1 gamble allows to throw the weapon to an adjacent square;
- Two points: to one of the diagonal squares the closest to the target and except those in his Control Zone;
- Three points and more: to any square in any direction up to a distance of three squares; the player chooses.

Note: To picking up a weapon within reach is a 1d6 fact.

Reaction

Cost: Xd6

Preliminary action: Action implying a damage roll affecting a character.

The user tests Disarm/SUB (MAS of the target). If he succeeds, the target loses a quality point on the preliminary action. Gambles increase this quality loss.

DISGUISE

Family: Exploration.

The character pretends to be somebody else or to be unrecognizable. He can apply these techniques to others.

The use of this ability requires make-up and the appropriate clothes.

Action

Cost: Xd6

Opponent: Character in contact with the user.

The player tests Disguise/STY (6). If he succeeds, his character is unrecognizable unless identified using the same ability.

Gambles increase the difficulty for those who would like to recognize the character.

Reaction

None.

DISTRACT

Family: Interaction.

The character tries to divert the attention.

Action

Cost: Xd6

Opponent: Character perceiving the user.

The player tests Distract/OPP (MAS of the target). If he succeeds, the target does not benefit any more from the Adding rule and from the free die of attitude until the target changes attitude.

Gambles allow to gain IP for a test of influence. They allow to require a minimum quality for the actions or the reactions of the target during the next turn. It is possible to affect several enemies. In that case, consider the highest level of Mastery among the enemies a gamble only affects the actions or the reactions of a single member of the enemy group.

Example: *To impose a minimum quality on the tests of action and reaction of two individuals (DIS 4 and 3), it is necessary* *to make a successful test of Distract/OPP against a difficulty of 9 = 5 (MAS = DIS + 1) + 1 (Quality 1 for the tests of reaction of the first target) + 1 (Quality 1 in the tests of action of the first target) + 1 (Quality 1 in the tests of reaction of the second target) + 1 (Quality 1 in the tests of action of the second target) .*

Reaction

Cost: Xd6

Preliminary action: Action of confrontation.

The player tests Distract/OPP (MAS of the target). If he succeeds, the target does not benefit from the adding rule and from the free die of attitude for the action which is about to be resolved.

It is impossible to affect several enemies.

DODGE

Family: Confrontation.

The character moves out of reach of an attack.

Action

None.

Reaction

Cost: Xd6

Preliminary action: Action implying a damage roll affecting the character.

The player tests Dodge/OPP. The final result becomes the Defense of his character against the attack which is going to be carried out.

DOMINATE

Family: Incantation.

The character is capable of mastering the magic energies to control them and use them. He can then influence magic manifestations such as Elementals and Portals.

Action

Cost: Xd6

Opponent: None.

The player tests Dominate/STY (variable).

To dominate an Elemental belonging to a domain mastered by the magician, the difficulty is:

- The Elemental was summoned by the magician (7);
- The Elemental was summoned by the another magician (Elemental POT);
- The Elemental came by himself from a Realm (10).

If it succeeds, the Elemental obeys the mage till the end of the round. Every gamble keeps this dominion going for an additional round.

To open or close a Portal leading to an elemental Realm of which the Awakening level is superior to 3, the difficulty is (10 – Awakening level). This difficulty can be decreased if the magician possesses items bound to the Realm (1), or the key allowing to open it (2). There are Portals closely bound to one person or one event. Thus a magician might not to be able to activate them. The use of this ability does not immunize the magician from the magic traps or in the attacks of possible guardians.

Note: the Awakening is a value explained in *Secrets.*

Reaction

None.

DRIVE

Family: Revolution.

This ability allows a character to drive a machine.

Action

Cost: Xd6

Opponent: Character in contact with the user.

The player tests Drive/PUG (Complexity of the driven machine). If he succeeds, the invention works as usual. If the roll is a failure, the player does an Incident roll.

Gambles increase the MOV of the vehicle for this action (+ 1 MOV / 3 gambles).

Reaction

Cost: Xd6

Preliminary action: Trap/incident.

The player tests Drive/PUG (Complexity of the driven object). If he succeeds, his character avoids the trap. Should the opposite occur, the player makes an Incident roll.

Gambles are necessary to avoid the most dangerous pitfalls (for the GM to decide).

Reaction

None.

ENCHANT

Family: Incantation.

The character endows an object with magic properties.

Action

Cost: Xd6

Opponent: None.

The player tests Enchant/SLE (6). If he succeeds, the targeted object becomes a minor artifact.

A minor artifact allows its user to be always considered as under the influence of the favorable attitude when using an ability suited to the object.

Reaction

None.

ENDURE

Family: Confrontation.

The character absorbs a part of the suffered damages because he is endowed with an exceptional constitution, with a natural armor or because he is under the influence of a powerful remedy.

Action

None.

Reaction

Cost: Xd6

Preliminary action: action implying a damage roll affecting the character.

The player tests Endure/PUG (suffered damage). If he succeeds, his character takes a damage point less.

Gambles decrease the damage even more (1 per gamble).

This reaction cannot be made if the damage is lethal. On the other hand, it can be cumulated with another Defensive reaction.

EVOKE

Family: Incantation.

To evoke is the main ability of the tarot-mages. It allows them to manipulate the mana contained in their tarot cards and to cast spells.

Action

Cost: Xd6

Opponent: Character capable of absorbing or of thwarting the spell perceiving the user.

The player tests Evoke/SLE (difficulty of the spell). If he succeeds, the effects of the spell are applied.

Gambles impose a minimum quality on the possible reactions of the opponents (1 per gamble).

Reaction

Cost: Xd6

Preliminary action: special.

The player tests Evoke/SLE (difficulty of the spell). If he succeeds, the effects of the spell are applied.

Only certain spells can be cast with this reaction. This possibility is indicated in their description.

Gambles impose a minimum quality on the possible reactions of the opponents (1 per gamble).

EXAMINE

Family: Revolution.

This ability allows a character to understand the functioning and the dysfunctions of an invention, notably during the final phase of its conception.

Examine (Inert, Machine, Naphta, Steam, Herb, Mutagenic, Powders or Constructs) only allows to use the technology in question.

Action

Cost: Xd6

Opponent: None.

The player tests Examine/STY (Achievability). If he succeeds, a characteristic of the object is revealed. If the player chooses the Instability, he can determine if the machine is defective before buying it.

Gambles allow to reveal several characteristics (1 per gamble).

Reaction

Cost: Xd6

Preliminary action: action using an object of revolution.

The player tests Examine/STY (Achievability). If he succeeds, a characteristic or a defect of the object is revealed, provided that the device is used during the preliminary action.

Gambles allow to reveal several characteristics or defects (1 per gamble).

Exult

Family: Divination.

The character unleashes his religious passion. By doing so he transcends his capacities.

Action

Cost: Xd6

Opponent: None.

The player tests Exult/PUG (6). If he succeeds, his character gets a free gamble for his next divination move. The character will be able to use exult again after the divination action or reaction.

Gambles increase the number of free gambles for the divination move.

Reaction

None

Fanaticize

Family: Divination.

The character arouses explosions of religious passion in his interlocutors who are then capable of going beyond their limits and accomplish great achievements.

Action

Cost: Xd6

Opponent: Whoever perceives the user.

The player tests Fanaticize/STY (3 + number of targets). If the final result is equal or superior to the difficulty, the targets gain a free gamble for their next divination move. A target cannot be fanaticized in a cumulative way several times by the same faithful or by the different faithful: it will be necessary to wait until he uses his bonus on actions or reactions before being able to fanaticize the target again.

Gambles increase the number of free gambles from which that the target benefit from (1 per gamble).

Reaction

None.

Feel

Family: Incantation.

The character is capable of spreading his perception to feel the magic effects which surround him. This ability also allows to learn more about its nature.

Action

Cost: Xd6

Opponent: None.

The player tests Feel/SUB (6). If he succeeds, his character perceives the presence of a source of mana in its field of vision. It can be a gem, a spell, an enchanted object, a creature bound to an Element or a Principle.

Gambles allow to get hold of additional informations, in this order:

- Pool of the source of mana or quantity of necessary mana to produce the effect;
- Nature of the Element or the Principle;
- Aim of the magic effect.

The mages who only master instinctive magic besides of Primagic cannot get hold of the second piece of information on this list.

Reaction

Cost: Xd6

Preliminary action: Special. At sight.

The player tests Feel/OPP (MAS of the opponent). If he succeeds, the test of Incantate (Element)/special of the player is an automatic failure.

Feign

Family: Interaction.

The character begins a movement to deceive the enemy about his true intentions. It may allow to cheat during a game of dice or cards (which are managed using the influence struggle system).

Action

Cost: Xd6

Opponent: target.

The player tests Feign/SLE (MAS of the target). If he succeeds, he transfers one of the target's die from one pool to the other.

Gambles increase the number of dice transferred from one pool to the other. It is possible to affect several enemies. In that case, consider the highest Mastery and one gamble allows to transfer one of the enemy's die.

Example: *guard (DIS 3; POT 1) and a lieutenant (DIS 4; POT 1) are in faction in front of a building in a district dominated by Pugnacity. At the beginning of an opposition, the die of each of these NPC is placed in the RP. A player, coming after them in the declaration phase, takes them by surprise and decides to deceive them so that they cannot react to his companion's action. He thus has to succeed in a test of Feign/SLE, the difficulty of which is 5 + 2 (because there are two of them) + 1 + 1 (so that they both transfer a die from RP towards AP) = 9.*

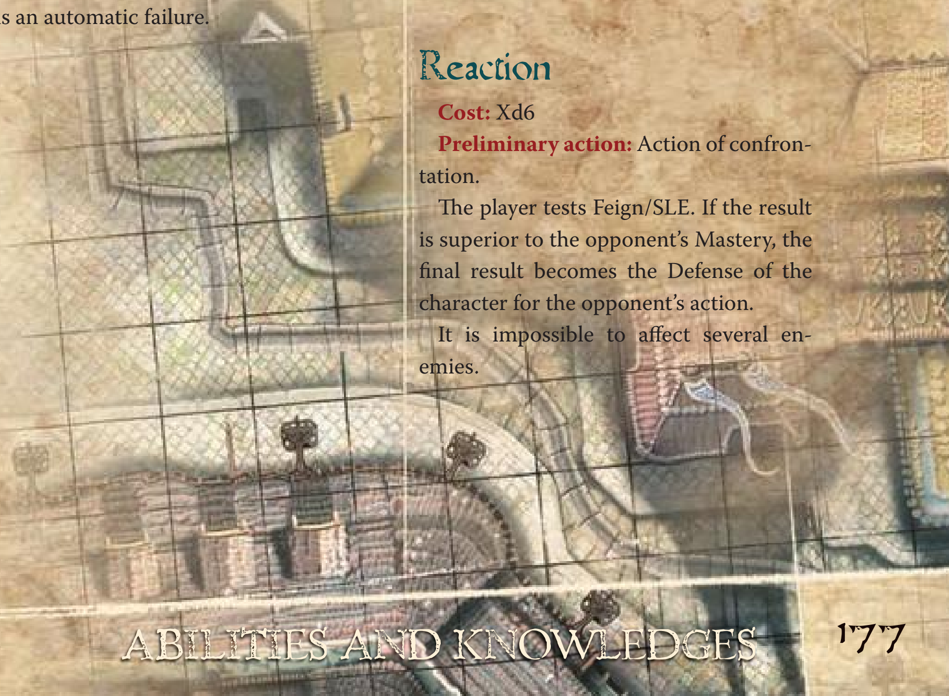
Reaction

Cost: Xd6

Preliminary action: Action of confrontation.

The player tests Feign/SLE. If the result is superior to the opponent's Mastery, the final result becomes the Defense of the character for the opponent's action.

It is impossible to affect several enemies.



FIX

Family: Revolution.

This ability allows a character to fix a damaged item. During an opposition, it is simulated with the effect above. Outside these circumstances, it is necessary to use the rules of confrontation.

The use of this ability requires a workshop or a toolkit.

Action

Cost: Xd6

Opponent: Character in contact with the user.

The player tests Fix/SUB (5 + state penalty). If he succeeds, the state penalty imposed by the object decreases by a point for the rest of the opposition.

Gambles allow to ignore further penalty points (1 for every 2 gambles).

Reaction

None.

FOOL

Family: Interaction.

The character lies shamelessly. He tries either to convince that what he says is true, or to prove that arguments which are given to him are not valid for his situation.

Action

Cost: Xd6

Opponent: Target of the Manipulation.

The player tests Fool/OPP (MAS of the target). If he succeeds, his character gains 1 IP to counter a Manipulation.

Gambles allow additional IP for a test of influence. It is possible to affect several enemies. In that case, consider the highest level of Mastery among the enemies.

Reaction

Cost: Xd6

Preliminary action: action of interaction.

The player tests Fool/OPP (MAS of the target). If the final result is superior to the difficulty, the interlocutor loses 1 IP (Minimum: 0).

Gambles increase the number of IP lost. It is impossible to affect several enemies.

FORCE

Family: Exploration.

The character tries to lift, to pull or to push a cumbersome object.

Action

Cost: Xd6

Opponent: Character in contact with the user.

The player tests Force/PUG (6 + SIZE (load) - SIZE (character)). If he succeeds, his character manages to lift the load.

Gambles allow to move the load around. For every three gambles, the character is awarded a MOV point.

Example: *A character of Medium size wishing to lift a Large object has to get a final result of at least seven.*

Reaction

Cost: Xd6

Preliminary action: Trap/incident.

This reaction helps resisting to the pressure exercised on the character: a load which falls upon him, a closing door, etc.

The player tests Force/PUG. The final result becomes the difficulty for the test simulating the trap.

FORETELL

Family: Divination.

A large part of the influence of the faithful on Aarklash results from their capacity to penetrate the veil of time and to predict the future.

Moreover this ability requires that the faithful practices the religious ritual for an hour.

Note: The predictions are always realized with caution because one does not request the voice of the gods without thinking about it beforehand. This ability can be used only once per game session without taking the risk of angering the gods (for the GM to decide).

Action

Cost: Xd6

Opponent: None.

The player tests Foretell/SUB (7). If his final result is equal or superior to the difficulty, the character collects a piece of information in the field of his choice, save about the future of an Incarnate.

Gambles increase the amount of information given (1 piece of information per gamble).

Reaction

None.

HEAL

Family: Confrontation.

The character uses bandages and ointments to bandage wounds and set broken bones.

The use of this ability requires a surgeon's case.

Action

Cost: Xd6

Opponent: Character in contact with the user.

The player tests Heal/DIS (5 + wound penalty). If he succeeds, the target of the action can ignore a wound point penalty for the rest of the opposition.

Gambles allow to ignore more penalty points (1 for every 2 gamble).

Reaction

None.

HIDE

Family: Exploration.

This move consists in concealing ones presence. It can be done only if the square occupied by the character fulfills one of the following conditions:

- The square is dark;
- The square is Vegetation square;
- The square is a Water square in which the character can swim;
- The square is not in the field of vision of any observer;
- The square is out of the observers' sight (reach);
- The square is in the field of vision of an observer, but the line of sight crosses an obstacle, no matter the Size of it.

Action

Cost: Xd6

Opponent: Character in contact with the user.

The player tests hide/OPP. The final result becomes the Stealth of the character. However, the observers who already saw him before he executed this move are not affected by it.

As long as the character stays in his hiding place, he is considered as stealthy provided that he uses none of the following abilities:

- Those of interaction, when the target is not nearby;
- Those of confrontation if the character uses a firearm or if the player takes gambles;
- Those of incantation and divination, according to the rules explained in the corresponding chapters;

Besides, the character becomes visible again if:

- He uses a fact, the effect of which might emit some light, noise or a smell;
- He increases the TL;
- He suffers a damage roll which makes him lose at least one health point.

If the roll is a failure, the character remains obvious, but he is conscious of it.

Gambles allow to hide while moving. The player has to announce his intention of moving before throwing dice. He then takes three gambles for every MOV point he wishes to use. All the crossed squares have to fulfill one of the conditions exposed above for the move to be successful. Whether it is the case or not, the character moves. If the move is successful, the character is stealthy, and remains stealthy if he respects the same conditions as above. If the move ends in a failure, the character is visible during the movement and afterward.

When a character executing the move hide/OPP crosses grounds of different nature, you should apply only one modifier to this move, the most unfavorable to the character.

Reaction

Cost: Xd6

Preliminary action: Look out/DIS.

The character tries to evade in extremis the senses of an observer. For that purpose, the player has to respect the same conditions and resolve the same tests as above. The final result is the Stealth of the character, but only till the end of the round and only against this observer.

HUNT

Family: Exploration.

This move allows a character to follow tracks left by an animal or an individual that it does not see (picking up these tracks requires a test of Search/DIS beforehand).

Action

Cost: Xd6

Opponent: Target(s).

The player tests Hunt/OPP (10 - SIZE targets). If he succeeds, his character follows the track. Should the opposite occur, he loses the track and has to try to pick it up again by means of the ability Search/DIS.

Gambles allow to hunt while on the move. The player has to announce this intention before rolling the dice. He takes then three gambles for every MOV point he wishes to use. Besides, some circumstances require the player to take gambles, while some others confer a minimal quality.

Reaction

Cost: Xd6

Preliminary action: Hunt.

This action allows a character to evade hunters he knows are on his tail.

The player tests Hunt/OPP. The final result becomes the difficulty of the test of Hunt/OPP for his pursuers.

HUNT	
Situation	Gambles
Tracks on hard ground	+1
Tracks on soft ground	-1
Bad weather (rain, fog, etc.)	+1
Urban environment	+1

IDENTIFY

Family: Exploration.

The character tries to recognize signs (obvious or hidden) revealing the membership of an individual to a faction, a social group, an organization, an alliance, a cult or his real identity if he is disguised and cannot be recognized.

If the character possesses one or several knowledges susceptible of helping him (Factions, Geography, Fiefdoms, etc.), he benefits then from as many free gambles as his level of knowledge (considered relevant by the GM).

Action

Cost: Xd6

Opponent: None.

The player has to make a test of Identify/SUB (6). If he succeeds, his character detects the impostor or determines the membership of the target.

Gambles allow to determine more precisely the membership of the individual. So, if a simple success allows to determine the affiliation to a group, a gamble allows to guess the rank or the function of the individual in this group; two if this distinction is rare; three if he has been in place long; etc. Besides, Gambles allow to reveal particularly fine disguise attempts.

Reaction

None.

IMPROVE

Family: Revolution.

It is possible to improve certain technical innovations.

The use of this ability requires to have access to a workshop or a toolkit.

Action

Cost: Xd6

Opponent: Character(s) in contact with the player.

The player tests Improve/DIS (Achievability of the object). If it succeeds, the invention works even better: it grants a free gamble to its user till the end of the round.

Gambles either confer a higher quality of improvement to the item, or lengthens the time during which the improvement is effective (1 round / bet).

Reaction

Cost: Xd6

Preliminary action: A character in contact using Operate/SLE.

The player tests Improve/DIS (Achievability of the item). If he succeeds, the invention grants a free gamble to its user to resolve the preliminary action.

Gambles increase the improvement (1 quality point / gamble).

INCANTATE

Family: Incantation.

The character draws some mana from his gems while conforming to the decorum bound to his culture.

The attitude governing this ability is determined during the creation of the character.

Action

Cost: Xd6

Opponent: Character perceiving the user.

The player tests Incantate (Element) / special (difficulty of the spell). If it succeeds, the effects of the spell are applied.

Gambles allow to ignore one of the elements of the decorum. Besides, some spells suggest other ways of using Gambles, such as increasing the effects.

Reaction

Cost: Xd6

Preliminary action: Incantate (Element) / special action within sight.

The player tests Incantate (Element) / special. The final result becomes the difficulty for the test of the enemy Incantater. The attitude used for the test of reaction is determined by the type of mana used for the reaction.

INTIMIDATE

Family: Interaction.

The character incites an opponent to adopt a more careful attitude by taunting him or by displaying ones natural weapons (showing the fist, growling and showing fangs, etc.).

Action

Cost: Xd6

Opponent: Target or witness perceiving the user.

The player tests Intimidate/PUG (MAS of the target). If he succeeds, the target has to change attitude for Opportunism, Subtlety or Discipline.

Gambles allow to intimidate several targets. In that case, consider the highest Mastery. Gambles allow to obtain IP for an influence test.

Intimidate/PUG (FEAR) also allows to resist fear (see. *Fear,* p.221).

Reaction

Cost: Xd6

Preliminary action: Action of confrontation.

The player tests Intimidate/PUG (MAS of the target). If he succeeds, his final result becomes the Defense of the character for the preliminary action. It is impossible to affect several targets.

Intimidate/PUG (FEAR) also allows to resist fear (see *Fear,* p.221).

LOOK OUT

Family: Exploration.

The character scrutinizes the surroundings, listens carefully and\or sniffs to detect in his environment the opponent, hidden objects and concealed actions. When he resorts to this ability, the player also chooses the sense which his character uses when on the look out.

ATTENTION! The smell can be chosen only by Wolfen characters.

Action

Cost: Xd6

Opponent: Whoever is in the same area as the user.

The player tests Look Out/DIS (Stealth of the target). If he succeeds, his character sees the target and acquires information depending on the sense used and the state of the watched area.

- Using sight, he tracks down and identifies the intruder if the area is clear. On the other hand, if the area is shrouded in darkness, he only distinguishes a silhouette and is unable to identify it.
- Using hearing, he knows in which direction the intruder is if the area is quiet. On the other hand, if the area is noisy, he is aware only of a presence in the area.
- Using smell, whatever the level of smell of the area is, he knows that the intruder is in the area. He has to test Hunt/OPP to locate him exactly.

If this action succeeds in front of an evident element, but in conditions which mask its location or its nature, the character gathers information. Besides, he can use Look Out/DIS to reveal a detail or gather precise information (such as the number of ducats in a purse!). Finally, he can use Look Out/DIS to identify distant noises that cannot be recognized by permanent perception. It is possible that in these situations, there is no level of Stealth to determine the difficulty. It is then determined by the lighting or the level of noise or smell.

Gambles allow to compensate for a dark lighting, a noisy environment faint smells or for a hiding place. Each of these circumstances forces the player to take a gamble.

Reaction

None.

LUNGE

Family: Confrontation.

The character uses all the length of his arm and weapon to attack as far as possible.

When a character acquires or improves this ability, the player who controls him chooses which category of weapons (B, P or S) Lunge (variable) (Style) applies to.

Action

Cost: Xd6

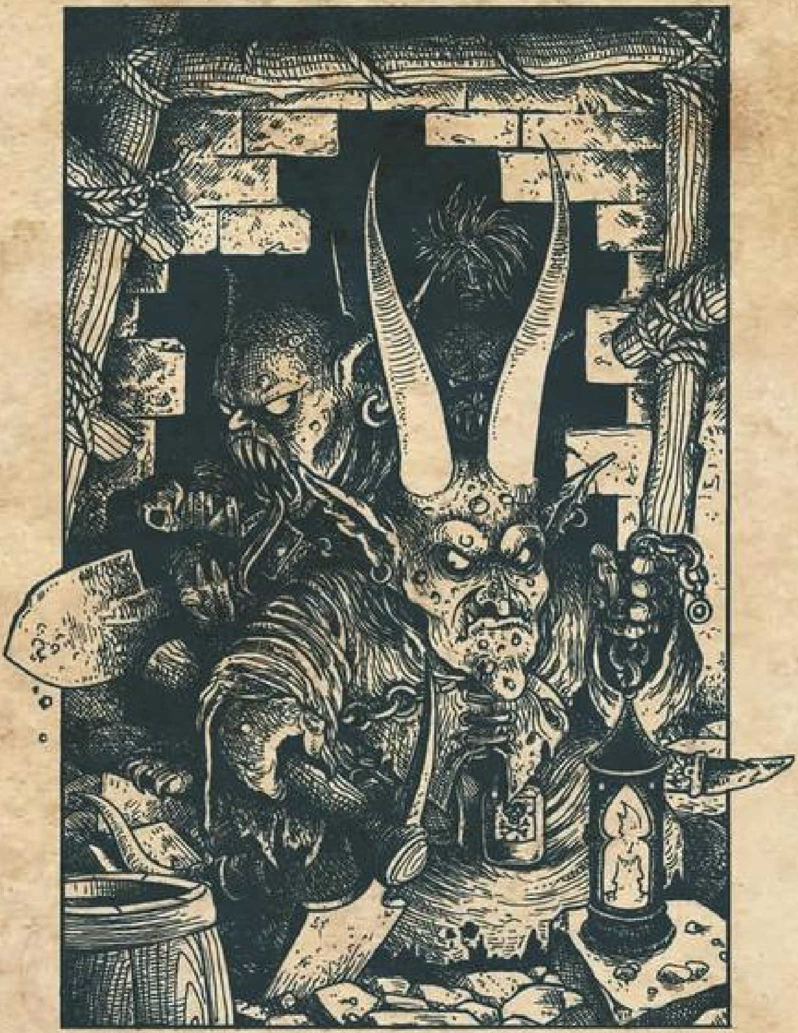
Opponent: Target perceiving the player.

The player tests Lunge/STY (DEF of the target). If he succeeds, the target suffers a damage roll.

Gambles allow to increase the character's reach (Reach + 1 for every 2 gambles).

Reaction

None.



MEDITATE

Family: Divination.

The character meditates, in search of his deep religious forces. He thus strengthens his link with the divine.

Action

Cost: Xd6

Opponent: None.

The player tests Meditate/SLE (6). If he succeeds, his character can not be victim of Revoke/PUG moves unless they have a minimum quality of one. The effect lasts till the end of the opposition. The effects of several meditations do not add to each other since only gambles increase the minimum quality required (1 per gamble).

Reaction

None.

OPERATE

Family: Revolution.

This ability allows a character to use a machine, naphtha machine or steam powered device, or any other object with a level of Complexity.

Operate (Machine, Naphta, Steam, Mutagenic, Powders or Constructs) only allows to use objects requiring the technology in question.

Action

Cost: Xd6

Opponent: Character(s) in contact with the player.

The player makes a test of Operate/SLE (Complexity of the item). If he succeeds, the invention works normally. Should the opposite occur, the player rolls an Incident test (see *Funcionning and Incidents*, p.315).

Gambles increase the efficiency of the invention (see *Improvement*, p.331).

Reaction

Cost: Xd6

Preliminary action: Special.

Only certain inventions can be used with this reaction. Their description then indicates this possibility.

The player tests Operate/SLE (Complexity of the object). If he succeeds, the invention works normally. Should the opposite occur, the player rolls an Incident test.

Gambles increase the efficiency of the invention (see *Revolution*).

PARRY

Family: Confrontation.

The character blocks the attack directed at him.

Action

None.

Reaction

Cost: Xd6

Preliminary action: Action of confrontation, when wielding a weapon or a shield (usable against shots as well)

The player tests Parry/SLE. The final result modified by the parrying bonus of the weapon or the shield used becomes the Defense of his character. This reaction requires the use of a weapon or a shield. If a Ranged weapon is used to parry, it is considered as a makeshift weapon. If the preliminary action is Shoot/SLE or Aim/SLE, only the parrying bonus shields is taken into account.

PIERCE

Family: Confrontation.

The character wields a piercing weapon (P) to stab an opponent.

A blow with a perforating natural weapon, such as a bite, is thus simulated by this ability. It's the same for any stabbing using an arrow or a crossbow bolt used as a dagger.

Action

Cost: Xd6

Opponent: Target perceiving the user.

The player tests Pierce/SLE (DEF of the target). If he succeeds, the target undergoes a damage roll.

Every gamble allows to ignore the level of protection of the target (1 PRO for every 2 gambles).

Reaction

None.

POISON

Family: Exploration.

The character discreetly pours some poison into a bowl or coats an object with poison. Only (easy to use) blade poisons are not subjected to this rule. This test simulates the quality of the dosage of the poison and its use, whether it is directly injected or whether it is mixed in a liquid or in food. Some poisons (see *Herbalist's shop,* p.325) can lose their efficiency when blended into certain liquids or when brought to a certain temperature. Poisoning is a craft!

Action

Cost: Xd6

Opponent: Character in contact with the user.

The player tests Poison/SUB (Complexity). If he succeeds, the poison is correctly administered; just wait for it to start working.

Gambles allow to make this a stealthy action. A single successful gamble requires a test of Look Out/DIS with a difficulty of 2 to notice it. Every additional gamble increases the difficulty by 2 points.

Reaction

None.

PRAY

Family: Divination.

Through a prayer, the faithful abandons himself to allow others to reach their objectives. He prays to support his allies' actions.

Action

Cost: Xd6

Opponent: None.

The player tests Pray/DIS (6). If he succeeds, he transfers a d6 used for this test towards the AP of another character. The total number of d6 in the pools (AP and RP) of the target cannot nevertheless be more than twice the target's POT.

Gambles increase the number d6 transferred (1 per gamble).

Reaction

Cost: Xd6

Preliminary action: Action targeting a character in contact.

The player tests Pray/DIS (6). If his final result is equal or superior to the difficulty, he transfers 1d6 of his RP towards the RP of another character. The total number of d6 in the AP and RP of the target cannot nevertheless be more than twice the target's POT.

Gambles increase the number of transferred d6 (1 per gamble).

PREACH

Family: Divination.

The character makes sacred the commitment of his spectators. The character calls the blessing of the gods upon the crowd's next action.

Action

Cost: Xd6

Opponent: None.

The player tests Preach/STY (6). If he succeeds, the target obtains a bonus of one die for his next divination move. A target cannot be affected, in a cumulative way, several times by the same faithful or by a different faithful: it will be necessary to wait until he uses his bonus on actions or reactions before being able to preach to the target again

Gambles increase the number of affected moves (1 per gamble).

Reaction

None.

RECHARGE

Family: Divination.

The character bathes in the spiritual energies of the place where he is. He soaks these forces to be able to release them when needed.

Action

Cost: Xd6

Opponent: None.

The player, whose character is in a place of his cult, makes a test of recharge/OPP (6). If he succeeds, his character obtains an additional point of TF for his next test of Alter, Create or Destroy. The character can recharge again when he will have completely used these points.

Gambles increase the number of additional points of TF which the character gains (1 per gamble). (These points can be used for different purposes).

Reaction

Cost: Xd6

Preliminary action: Miracle by a faithful of an allied Path.

The player tests recharge/OPP (4). If his final result is equal or superior to the difficulty, the character exploits the spiritual excitement created by the miracle of another faithful of his Alliance to increase by a point his TF till the end of the current round.

Gambles increase the number of TF points gained (1 per gamble).

REVOKE

Family: Divination.

The character undermines the relation that another faithful maintains with his divinity.

Action

None.

Reaction

Cost: Xd6

Preliminary action: Perceived casting of Alter, Create or Destroy.

The player tests Revoke/PUG (3 + the highest rank of divination of the target). If he succeeds, the target suffers a -1 to the final result of the preliminary action. If several faithful revoke the same player, the penalties are added.

Gambles to Revoke increase the penalty suffered by the revoked faithful (1 / gamble). The revoquiking faithful has to spend beforehand a point of TF for every penalty point which he wishes to inflict.

RIDE

Family: Exploration.

The character moves on a mount. He leads it using it movements and dominates it in difficult situations. A character can only use a mount of a Size (SIZE) strictly superior to his.

Action

Cost: Xd6

Opponent: None.

The user tests Ride/STY (MAS of the mount). If he succeeds, he uses the Movement of his mount to move, but not its abilities. So, a rider charges with his ability Charge/PUG and not with that of his mount. Should the opposite occur, it refuses to move and shows itself aggressive or frightened. The test of Ride/STY must be then reattempted to manage the mount.

Gambles lengthen the duration of the effects of a success: for every two gambles, the player is exempted from rolling again this action for a round.

Reaction

Cost: Xd6

Preliminary action: action of the mount with Force/PUG.

This reaction is made having resolved the "attack" of the mount.

To master one's mount allows to avoid a fall. The player tests Ride/STY (result of the player). If he succeeds, the character lands on the ground without any damage. His miniature is then set in contact with a base representing the mount. Should the opposite occur, he takes the damages of a fall having for reference height the SIZE of the animal.

SABOTAGE

Family: Revolution

This ability allows a character to booby-trap an invention in a way that it is destroyed in particular circumstances (during its activation, when someone tries to repair it, during the finishing phase, etc.).

The effect and the conditions of the sabotage must be announced before the resolution of the test.

The use of this ability requires a toolkit.

Action

Cost: Xd6

Opponent: Character in contact with the user.

The player tests Sabotage/OPP (Achievability of the object). If he succeeds, the invention does not work any more, but it is not obvious. The next time this object is used, an Incident occurs. This one is determined by a 1d6 roll.

Gambles allow to increase the result of the d6 determining the Incident.

Reaction

None.

SAIL

Family: Exploration.

This move allows a character to row or sail a small boat, or to carry out the tasks when part of the crew of a ship.

Action

Cost: Xd6

Opponent: None.

The player tests Sail/SLE (Special). If he succeeds, his character can move his boat by using his MOV. Should the opposite occur, the character does not succeed in maneuvering properly his boat which moves one square in the direction of the current (on fresh water) or the wind (on the sea).

Gambles allow to gain additional MOV points (1 per gamble).

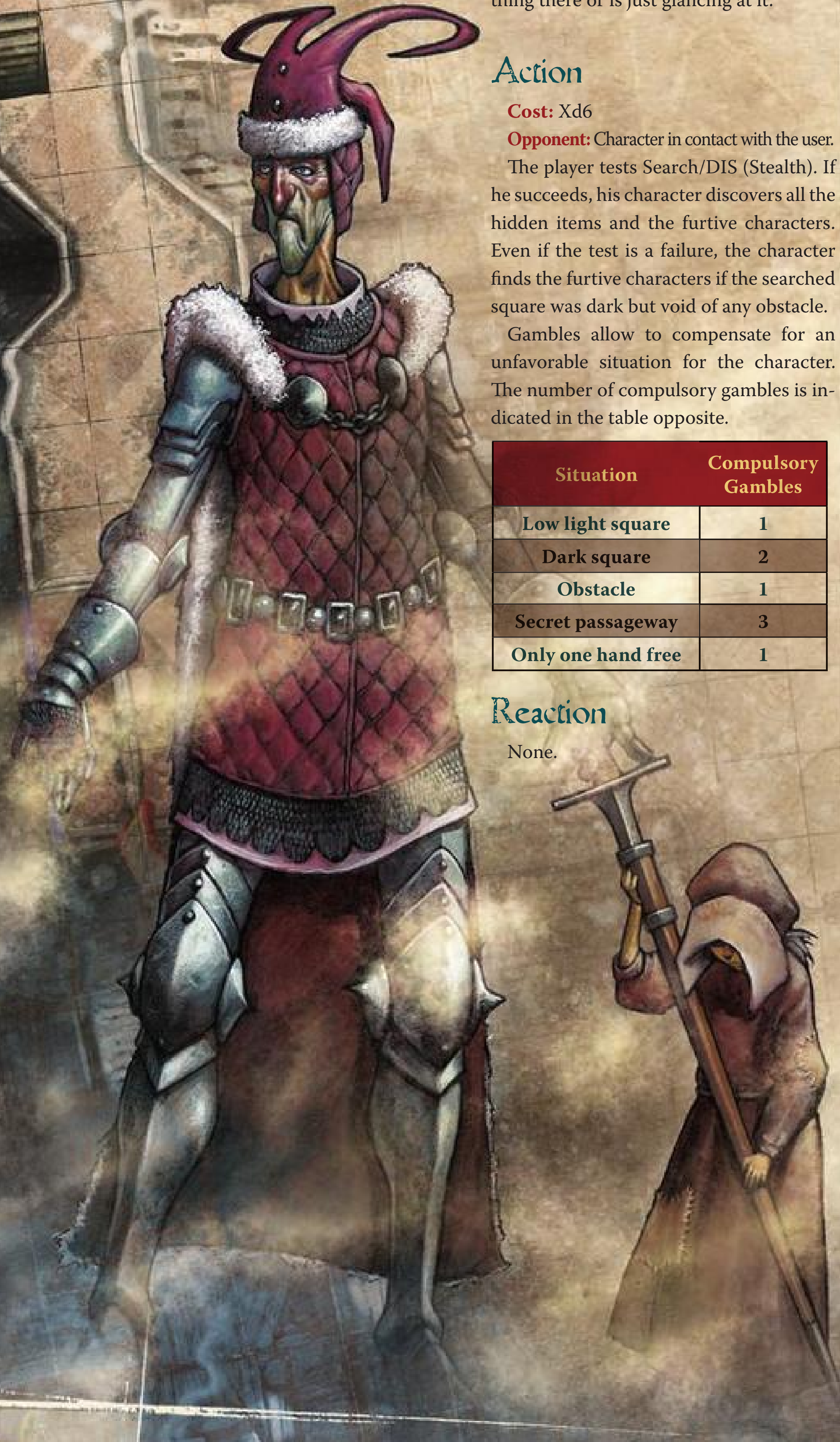
SAIL	
Situation	**Difficulty**
Quiet sea, no current	4
Slightly shaken sea, weak current	6
Agitated sea, strong current	8
Raging sea, rapids	10

Reaction

Cost: Xd6

Preliminary action: Trap/Incident.

The character tries to avoid a misfortune which threatens his boat. The player tests Sail/SLE. The final result becomes the difficulty of the incident.



SEARCH

Family: Exploration.

The character searches a square or an individual in contact. He looks for something there or is just glancing at it.

Action

Cost: Xd6

Opponent: Character in contact with the user.

The player tests Search/DIS (Stealth). If he succeeds, his character discovers all the hidden items and the furtive characters. Even if the test is a failure, the character finds the furtive characters if the searched square was dark but void of any obstacle.

Gambles allow to compensate for an unfavorable situation for the character. The number of compulsory gambles is indicated in the table opposite.

Situation	Compulsory Gambles
Low light square	1
Dark square	2
Obstacle	1
Secret passageway	3
Only one hand free	1

Reaction

None.

SEDUCE

Family: Interaction.

The character uses his eloquence to influence somebody. He can make him forget his projects, seduce him, force him to accept a proposition, etc. after an influence struggle.

Action

Cost: Xd6

Opponent: Target of influence struggle.

The player tests Seduce/STY (MAS of the target). If he succeeds, 1 IP is obtained. Gambles give additional IP for a test of influence.

Reaction

None.

SERMONIZE

Family: Divination.

To admonish and to reprimand are a part integral of the trade by faithful. Station to the one who does not follow the advices of the priests!

Action

Cost: Xd6

Opponent: Whoever perceives the user.

The player tests Sermonize/SUB (5 + number of targets). If he succeeds, the user chooses a family of moves; targets will then have to take a gamble on their next move from that family. The same target can simultaneously undergo the effects of several sermons but for different families of movement.

Gambles increase the number of compulsory gambles (1 per gamble).

Reaction

None.

SHOOT

Family: Confrontation.

The character uses a ranged weapon.

Action

Cost: Xd6

Opponent: Target perceiving the user.

The player tests Shoot/SLE (DEF of the target). If he succeeds, his target suffers a damage roll.

Gambles add a bonus to the damage roll if it's a hit (+ 1 per gamble).

CALLING THE SHOT

If a character tries to throw an object on a precise square, a test of Shoot/SLE takes place. If he succeeds, the player rolls 2d6 to determine the direction of the scattering and 1d6 to determine the number of squares the projectile went astray. Every gamble reduces by a point the result of the second roll.

In case of a failure, the second roll is made with 2d6.

12	3	2
9 and 5	X	4, 10 and 11
8	7	6

Reaction

None.

SLASH

Family: Confrontation.

The character wields a sharp weapon (S) to wound an opponent.

A blow with a sharp natural weapon, like a laceration, is thus simulated by this ability.

Action

Cost: Xd6

Opponent: Target perceiving the user.

The player tests Slash / PUG (DEF of the target). If he succeeds, the target suffers a damage roll.

Gambles add a bonus in the final result on the damage roll (+ 1 per gamble).

Reaction

None.

SLITHER

Family: Exploration.

To move in a tunnel or a narrow gap is not always easy. Such a situation appears on a game board when a player wants his character to pass between two walls separated by a space too narrow for the base of his miniature to fit. It means that the character has to slide between both walls or crawl into a tight space.

Action

Cost: Xd6

Opponent: None.

The player tests Slither/SLE (6). If he succeeds, his character can move as if he was of a Size level lower, without reducing his MOV. Besides, miniatures on "15" or "2" bases are considered as on "1" bases. However, the reach and the Power of the character are also calculated according to this reduced Size.

Gambles allow to reduce the SIZE even more. For every three gambles, the character is considered a Size level lower (Minimum: 1).

Reaction

None.

SMASH

Family: Revolution.

It is always possible to discover the weaknesses of an invention and to exploit them to destroy it efficiently.

The use of this ability requires a toolkit or the use of melee weapons.

Action

Cost: Xd6

Opponent: Character in contact with the user.

The player tests Smash/PUG (PRO object). If he succeeds, the object loses a Level of State.

For every two gambles, the target loses an additional Level of State.

Reaction

None.

STEAL

Family: Exploration.

The character tries to rob an individual of the goods which he carries or transports.

Action

Cost: Xd6

Opponent: Character perceiving the user.

The player tests Steal/OPP (MAS of the target). If he succeeds, his character steals an item without his victim noticing anything. In the case of a failure, the victim is alerted and no item is stolen. Even if successful, the victim becomes aware of the theft in the following round.

Gambles allow to delay the moment when the victim will find out that he was robbed. For every gamble, he will realize it a round later. If the stolen object is not worn or transported by the target, the player benefits from a free gamble.

Situation	Compulsory Gambles
Tiny item (ring)	0
Small item (purse)	2
Average item (dagger)	3
Large item (sword)	4
Broad light area	1
Frequented area	1
Upper city	1

Reaction

None.

STRIKE BACK

Family: Confrontation.

The character replies to an attack by an attack using a natural weapon or melee weapon.

When his character acquires or improves this ability, the player who controls him chooses to which category of weapons (B, P or S) it applies to.

Action

None.

Reaction

Cost: Xd6

Preliminary action: Action of confrontation implying a damage roll affecting the character.

This reaction is made having resolved the attack of the attacker (if still in contact).

The player tests Strike Back/STY (final result of the opponent). If he succeeds, the opponent suffers a damage roll.

With a melee weapon, Strike back can be used combined with Parry.

STUDY

Family: Revolution.

This ability allows a character to invent a device and to estimate the cost, the needs in materials, the needs in manpower, etc. He also allows him to grasp the structure of an object and his weaknesses.

Study (Inert, Machine, Naphta, Steam, Herbs, Mutagenic, Powders or Constructs) allows to exercise the ability only for the technology in question.

Note: The character can communicate the result of his study by means of a fact (1d6 to the other characters who benefit then from the same effects as the user.

Action

Cost: Xd6

Opponent: Whoever perceives the user.

The player tests Study/SUB (Achievability). If he succeeds, his character knows the weaknesses of the target. He can ignore one protection point of the target when he attacks it.

Gambles increase the number of PRO points lost (1 PRO / 1 gamble).

Reaction

Cost: Xd6

Preliminary action: Action of revolution targeting a character in contact.

The player tests Study/SUB (Achievability). If he succeeds, the player gives a free gamble to the preliminary action affecting the target.

Gambles increase the number of free gambles (1 per gamble).

STUNT

Family: Exploration.

The character attempts an acrobatic move (back flip, tumble, jump from a rope to the other one, etc.) allowing him to reach a new position.

Action

Cost: Xd6

Opponent: Target perceiving the user and every fighter of a superior Size or on higher ground whose Control Zone is crossed during the movement.

The player tests Stunt/STY (6). If he succeeds, he can use the Movement of his character to move his miniature. This movement has to begin with a walkable square of momentum added to the cost of the movement. The rest of the movement can be made by moving the character over an abyss or over a stretch of water. The character nevertheless has to end his movement on a free square representing ground.

Gambles allow to increase the distance crossed (1 MOV for every 3 gambles).

During a jump, all the squares cost one point of movement. Passing above the squares, the character ignores the nature of every square and reach of his opponents. Also, Stunt allows to move over busy or impracticable squares, or to jump over a wall the height of which is lower than the height of the jump. The possible height of a jump is equal, in squares, to half the MOV of the character. However, a character can use Stunt to fall without damage, in which case this fall can be, in squares, as high as the MOV of the character, possibly modified by gambles.

Reaction

Cost: Xd6

Preliminary action: Trap/Incident or action causing a fall.

This reaction allows to avoid an Incident, which threatens to make the character fall on the ground or to send him down a thirty storey high building. The player tests (Special) Stunt/SLE. If he succeeds, his character remains on the square. Should the opposite occur, he falls: if the square on which he is adjacent to the void, the character falls (see *Sources of danger,* p.228).

Gambles allow to compensate for certain particularly precarious situations.

Situation	Difficulty
Level surface	4
Sloping surface	6

STUNT	
Situation	Compulsory Gambles
Moving surface	+ 1
Wind	+ 1
Rain	+ 1
Narrow surface	+ 2
Trap	+ 3

Subdue

Family: Incantation.

The character weaves or breaks a link with a source of mana, typically a gem.

A magician cannot subdue that a source of mana corresponding to one of the Elements for which he has the corresponding Incantate (Element)/special ability.

Action

Cost: Xd6

Opponent: None.

The player tests Subdue/PUG (4 + reserve of the source). If he succeeds, his character can draw mana from this source. Should the opposite occur, a new test is not possible before the magician has slept for eight hours.

Reaction

None.

Sublimate

Family: Incantation.

A great fury is hidden behind the affable mask of the arcanic familiars of the tarot-mages. The tarot-mages are capable of releasing the forces within their creatures and transforming them into terrible elemental servants.

Action

Cost: Xd6

Opponent: Character perceiving the user.

The player tests Sublimate/SUB (difficulty of the spell). If he succeeds, the effects of the spell are applied. The arcanic familiar targeted is transformed into a sublimated servant. He can be separated from the tarot-mage up to a distance of one tile per “tarot-mage” trade rank. At the term of the duration of the spell, the servant disappears. It does not resume its initial shape of summoned servant.

Gambles impose a quality minimum on opponents’ possible reactions (1/gamble).

Reaction

None.

SUMMON

Family: Incantation.

It is rare to meet a tarot-mage who is not accompanied by his arcanic familiar. These creatures are created thanks to this ability.

Action

Cost: Xd6

Opponent: Character capable of absorbing or of thwarting the spell perceiving the user.

The player tests Summon/STY (difficulty of the spell). If he succeeds, the effects of the spell are applied.

An arcanic familiar possesses the generic characteristics of the creatures of the tarot-mages. He cannot be separated from the tarot-mage by more than (summoner's "tarot-mage" trade rank) squares.

Gambles gives characteristic points (one for every two gambles).

Reaction

None.

SURVIVE

Family: Exploration.

The character finds food using traps or collects water in a hostile environment.

Note: The most complex traps cannot be set during an opposition. The GM rules on this point in the absence of sufficient details.

Action

Cost: Xd6

Opponent: Character in contact with the user.

The player tests Survive/OPP (6). If he succeeds, his character managed to set the trap within the users reach. To represent this, a counter is placed on the booby-trapped square. A failure means that the trap has been laid, but not set or that the character did not manage to arm it within the given time (for the GM to choose).

Gambles allow to conceal the trap. A single gamble is necessary for a test of Search/DIS (2) to find it.

Every additional gamble increases the Search/DIS difficulty by1.

Reaction

Cost: Xd6

Preliminary action: Special.

The player tests (Special) Survive/OPP. If he succeeds, his character does not suffer from hardship for a day.

The character...	Difficulty
Knows the zone where he is	5
Possess possibly helpful knowledge (Fauna, Flora, Parts of the country, etc...)	7
Was never confronted with this type of environment	9

SWIM

Family: Exploration.

The character tries to move in water with a depth superior or equal to his SIZE.

Action

Cost: Xd6

Opponent: Character in contact with the user.

The player tests Swim/PUG (Special). If it succeeds, his character can use his MOV to move in the water (see Exploration). Should the opposite occur, he remains still and his MOV is reduced temporarily by one point. If this value is reduced to zero while the character is still in the water, he drowns. When the character leaves the water, the MOV points lost during his crossing are immediately given back.

Gambles increase the number of MOV points available. For every three gambles, a MOV point is granted to the character. This additional point can compensate for a possible temporary decline of the MOV of the character.

Reaction

None.

Situation	Difficulty
Quiet sea, no current	4
Slightly shaken sea, weak current	6
Agitated sea, strong current	8
Raging sea, rapids	10
Strong winds	+ 1

TAUNT

Family: Interaction.

The character forces an opponent to lose his composure.

Action

Cost: Xd6

Opponent: Target perceiving the user.

The player tests Taunt/SUB (MAS of the target). If he succeeds, the target's attitude changes for the previous attitude in the declaration phase. Pugnacious targets remain pugnacious and attack the opponent the closest to them.

Gambles allow more important changes of attitude. Thus, for a gamble, the enemy attitude changes two levels instead of one. It is possible to affect several enemies. In that case, consider the highest Mastery among the enemies; one gamble affects the attitude of only one enemy.

Gambles to Taunt allow to obtain IP for an influence test (1 / gamble).

Reaction

None.

TINKER

Family: Exploration.

If all unlocked doors can be opened or closed by using a fact, locks require keys. Using the right key is a fact, yet forcing a lock requires some dexterity. It's the same for deactivating a trap or putting out of order any device (such as an alarm).

Unless the character takes gambles, the use of these techniques leaves evidence.

The use of this ability requires lock-picking tools.

Action

Cost: Xd6

Opponent: Character in contact with the user.

The player tests Tinker/SLE (Special). If he succeeds, the mechanism is, according to the situation, operated or defused by the character.

Gambles make it harder detectable for a specialist to spot, making the test : Search/DIS (2 + 1 per gamble).

TINKER	
Situation	**Difficulty**
Mediocre lock	4
Standard lock	6
Expensive lock	8
Safe	10
Safe of embassy	12
Trap	Complexity

Reaction

None.

WRESTLE

Family: Confrontation.

The character tries to immobilize an opponent by holding him.

Action

Cost: Xd6

Opponent: Target in contact with the user.

The player tests Wrestle/OPP (DEF of the target). If he succeeds, the target is caught in a bear hug and loses the benefit of the adding rule; the target is considered Stunned and cannot move any more. Besides, a roll of SIZEd6 + OPP is done. The final result is the level of Immobilization of the target. Till the end of the turn, the target's tests of which the final result is not superior to the level of Immobilization is considered a failure. It's the same with any action taking place in a square occupied by the target.

Gambles are added to the level of immobilization.

Rather than to hold an opponent, Wrestle/OPP also allows to release oneself from an embrace. If the final result is equal or superior to the Level Immobilization, the character is freed.

Reaction

Cost: Xd6

Preliminary action: wrestle/OPP.

The player tests Wrestle/OPP. The final result replaces the Defense of his character, only if the preliminary action consists of someone attempting to get hold of him. Besides, such a test can take place to release oneself from an embrace. For that purpose, the final result of the reaction has to be equal or superior to the level of immobilization.

This reaction can be attempted when an opponent tries to embrace the character or, when this one is embraced, every time the opponent who holds him makes an action or a reaction.

THE FACTS

CONSECRATE

Favorable attitude: Subtlety.
Family: Divination.
Cost: 1d6

When a faithfull uses this fact, he increases by one point the FAITH related to his Path of Alliance in the area till the end of the round.

FINISH OFF

Favorable attitude: Opportunism.
Family: Confrontation.
Cost: 1d6

The character deals a lethal blow to a defenseless target. This one dies.

GET UP

Favorable attitude: Style.
Family: Exploration.
Cost: 1d6

Thanks to this fact, a character on the ground gets back up and can act normally. Certain conditions (magic, poisons, etc.) can impose a test of Stunt or Force for this action to be a success.

GLANCE

Favorable attitude: Opportunism.
Family: Exploration.
Cost: 1d6

The origin of the line of sight of the character is moved away from the centre. The line of sight can thus be centered on one of the four corners of the square or all the squares which the character occupies instead of the center of his base. The character can thus look around the corner of a wall or an obstacle behind which he is hiding.

This fact also allows to peep in the chink of a door or through the keyhole. In that case, the field of vision of the character is reduced to a straight line in the continuation of the door.

IMPRESS

Favorable attitude: Pugnacity.
Family: Confrontation.
Cost: 1d6

A frightful character can resort to his natural weapons (show fangs or claws, brandish his fists, etc.) to increase his FEAR level by one point.

OPERATE/ OPEN/CLOSE

Favorable attitude: Sleight.
Family: Exploration.
Cost: 1d6

The character opens, or closes a door, a chest, a cupboard, a drawer or any other similar object, or operates a control lever, a wheel, etc. This fact allows to open, to close or to operate. It is thus necessary to use it twice in succession to open and then close a door. It can be used several times during the same round.

MOVE

No favorable attitude.
Family: Exploration.
Cost: 1d6

Thanks to this fact, a character can use his Movement to move on the game board. He has to respect all the limitations imposed by the rules. To move is authorized in areas of water the depth of which is strictly lower than the Size of the character. A single quarter turn is authorized for every move fact.

RELOAD A BOW

Favorable attitude: Discipline.
Family: Confrontation.
Cost: 1d6

The character takes a new projectile and places it on his ranged weapon.

RELOAD A CROSSBOW

Favorable attitude: Discipline.
Family: Confrontation.
Cost: 2d6

The character takes a new projectile and places it on his ranged weapon.

RELOAD A FIREARM

Favorable attitude: Discipline.
Family: Revolution.
Cost: 3d6

The character takes a new projectile and places it in his ranged weapon.

SHIFT POSITION

Favorable attitude: Style.
Family: Exploration.
Cost: 1d6

The character shifts position. By default, he is supposed to be standing.

- **Kneeling down:** the character is considered as being one Size less when determining the lines of sight and MOV. Besides, he benefits from a minimum quality of 1 when he Shoots.
- **On the ground:** the character is considered two Sizes less when determining the lines of sight and MOV. Besides, he benefits from a minimum quality of 1 when he Shoots and Hides.

SNAP OUT OF IT

Favorable attitude: Pugnacity.
Family: Confrontation.
Cost: 1d6

The character is not stunned anymore.

SPEAK

Favorable attitude: Subtlety.
Family: Interaction.
Cost: 0

The GM can demand the sacrifice of dice from the AP or RP if he believes that the players dash into improbable conversations considering the situation.

TAKE OUT A WEAPON, A GEM

Favorable attitude: Sleight.
Family: Confrontation.
Cost: 1d6

The character takes out a weapon or gem.

KNOWLEDGES

If most of the fields of knowledge cover an obvious range of studies, there are two which require some precision.

- Language (choose one) is necessary to speak or write the language in question. However, Cadwëan having built itself from numerous languages and foreign influences, its mastery allows to babble in any spoken language on Aarklash. The understanding is rough and it is consequently necessary to gesture to be understood! Quiproquos are thus common.
- Faction (choose one) supposes a relation with the organization in question. When a character possesses it at a level superior to three, it means that he is part of the faction or has been by the past. In the case of NPC, if not clarified, it's up to the GM.

Administration (choose one): Knowledge of the administrative contraption (Cadwallon, Akkylannie, justice, etc.).
Art (choose one): Knowledge of an art and the techniques which characterize it (painting, sculpture, poetry, etc.).
Artifact (choose one): Knowledge of the history and the properties of particular objects (magic, ancient, etc.).
Business: Knowledge of products and supply networks.
Country (choose one): Geographic Knowledge of a region of Aarklash (Alahan, Akkylannie, underground passages of Cadwallon, etc.).
Cult (choose one): Knowledge of the religious practices and the dogma of a cult (Merin, Mid-Nor, etc.).
Culture (choose one): Knowledge of people or cultures (Beetle, Wild boar, Griffin, etc.).
Creatures: Knowledge of the environment and the capacities of the creatures of Aarklash.
Entities: Knowledge of the nature and the motivations of the magical entities (Elementals, demons, etc.).
Expertise (choose one): Theoretical knowledge of a technology (steam, naphta, mutagenic, etc.).
Faction (choose one): Knowledge of the organization and the purposes of a faction of Cadwallon (Guild of Thieves, militia, noble family, etc.).
Fiefdom (choose one): Knowledge of the geography and the important people of a fiefdom of Cadwallon (Trophy, Soma, etc.).
History (choose one): Knowledge of the events of a historical period (Age of Battles, foundation of Cadwallon, etc.)
Language (choose one): Knowledge of a language (oral and written) (Kelt, Cadwëan, etc.).
Leagues: Knowledge of the traditions, the rights and the duties relative to the leagues of Cadwallon.
Nature: Knowledge of the flora and the fauna.
Protocol (choose one): Knowledge of the rules of protocol and the hierarchy in a given milieu (bourgeoisie, nobility, artists, organized crime, weapon bearers, etc.).
Realms: Knowledge of the other planes (an unfinished Realm, an elemental Realm, etc.).
Strategy: Knowledge of the military processes and the forces in presence.
Symbolism: Knowledge of the symbols and their meanings.
Urban legends: Knowledge of all the rumors and the legends of Cadwallon (the bogeyman, the groves, etc.).
Way (choose one): Knowledge of a path of magic (Water, Earth, Typhonism, etc.).

THE KNOWLEDGES

LEVEL	RANGE OF THE KNOWLEDGE
1	The character holds some fragmented information on the subject.
2	The character possesses basic knowledge on the subject.
3	The character knows well enough the subject, but can still be sometimes wrong.
4	The character very rarely is mistaken on the subject.
5	The character is an acknowledged specialist.
6	The character possesses rare knowledge on the subject. People come from far away to seek advice from him.

Book III

THE RULES

The Rules

EXPLORATION

"I could go into detail about the cultural interweaving seen in the architecture off the most ancient buildings of the upper city. The subject of my statement today is quite different: I suggest you follow me into the heart of the mysterious history of the Jewel of Lanever. Everyone knows, in this assembly at least, that the city was a prosperous Cynwäll trade post. But who were their mysterious predecessors? The foundations of the city give us some indications. The reading of these vestiges is difficult: the unstable ground, as well as the proximity of the sea and the rivers have upset the subterranean strata over and over again. It has turned out that the elves built the city on more ancient vestiges with massive and remarkably resilient archaic foundations. What should we make of these circular galleries dug out of the rock, which wind in the underground? Their round shape makes them unfit for transport. Were they used to convey water? Why in that case are they covered with inscriptions? There is also the enigma of these natural conduits invaded by luxuriant vegetation which manages itself a path up to the surface. All these mysteries have motivated curiosity ever since the Free City exists. For the most fortunate, rich were in fact at the end of the tunnel. Many noble families owe their wealth to discoveries made in the depths of the city. Be it gold or objects with fabulous properties, an expedition in the underground does not only satisfy the thirst for knowledge. However it has its share of unfortunate surprises: how many fools found only a miserable death there, forgotten by all.

I could not recommend enough be he to hire a guide. Cadwë or culturally disposed to underground journeys such as the dwarves or the Drune Kelt, his reflexes and his knowledge of the underground will be very useful to lead you in the dark maze. And as you might be staying several weeks underground, organize a camp and enough food supplies. Be sure to take with you reliable light sources in all circumstances. Therefore prefer enchanted moonstones or the gleaming lichen used by the dwarves, the hysneh, to torches and other naphta lamps. Marking and cartography material will also insure you an easier return.

No matter your determination, you will have to compose with hazards. In the darkness are hidden creatures driven only by their insatiable appetite. For instance the darklings nuisance, small primates living in groups and which absorb light sources. You have certainly also already heard of the worm-tyrant. This enormous serpentine creature can remain immobile for months before waking up to hunt. Certain death awaits those who cross his path then, devouring without distinction all that stands in his way. It is also necessary to take into account those who gave up Light without remorse and hunt down those who venture into their domains, such the servants of Acheron. Finally I could enumerate the uncountable faceless enemies: floods, collapses, exhaustion and madness due to the loss of one's bearings down there. Even if you triumph, if you find your «jewel», it will be necessary to be twice as cautious. Some find it easier to shamelessly steal the discoveries of others and the surface of our old city conceals as many shady areas as its underground."

Conference of Havel Nybis,
Eminent member of the Circle of the explorers.
Disappeared during his 18th expedition in the underground.
He was searching for the entrance of an antique temple
dedicated to the worship of a reptile god.

MOVEMENT

This section completes the principles exposed in the game rules. It deals with Movement and the senses of the characters.

Movement

Movement (MOV) indicates the number of points a player has at his disposal to manage the movements of his character. Several actions (move, Stunt, etc.) allow the character to move on the game board. Every square of the game board costs a certain number of points according to the nature of the ground which it represents. The type of movement which the character makes can increase the cost of passing over of a square. If a character successfully does a series of actions implying a spending of MOV, the remaining points from every action can be used for the following action.

If the base of a miniature occupies several squares, he is considered as walking over all the squares which his base covers by at least a half during a movement. Nevertheless, only the cost of the most expensive square is deducted from his MOV.

If a character is in a situation where his Movement allows him to cross none of the nearby squares (neighboring and diagonal) where the miniature representing him stands, he is considered blocked. It does not mean that it is condemned to end his days on this square, but that on a round's level, his movement is too limited to be taken into account by the rules. This character can move again freely as soon as the game is not managed using a game board anymore.

From the point of view of the rules, the game board contains free squares and blocked squares. The characters can move freely only if the totality of their miniatures' bases move over free squares.

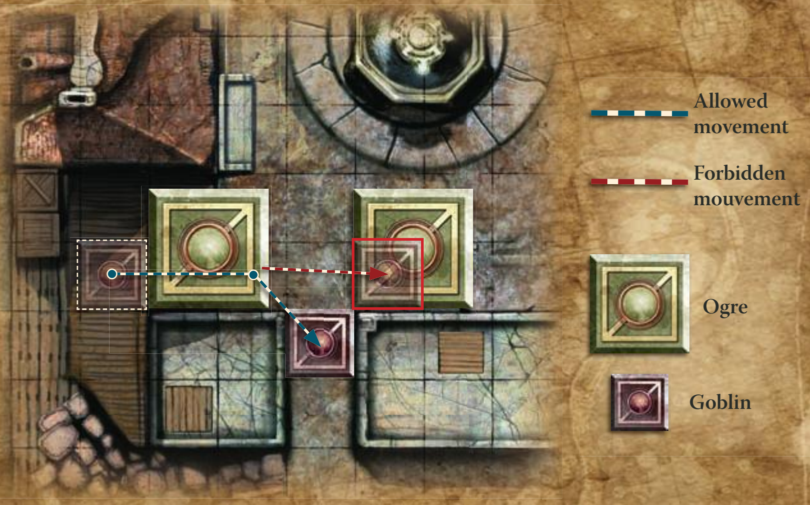
By default, a square is considered free. It becomes blocked if...

- A miniature which is not an ally or part of a miniature's base of which is not an ally is occupies the square;
- An obstacle occupies the square.

In case of a dispute, **a square is blocked if at least half of its surface is occupied** by one or more of the aforementioned elements (see Example 1).

However, a character can move over a square occupied by a character who is not an ally if there is a difference of SIZE of at least two points between these two characters. Other rules allow to move over busy squares. However, a character has to end his movement on a free square (see. Example 2).

Example 2



The goblin (SIZE 2) can move over squares occupied by the ogres (SIZE 4). He can thus reach the entrance of the alley. On the other hand, he cannot stop on the square where the second ogre stands.

Types of movement

Forward: The character moves to the square in front of his base.

Quarter turn: The player turns his miniature by 90°. The first quarter turn made in the “move (1d6)” fact is free.

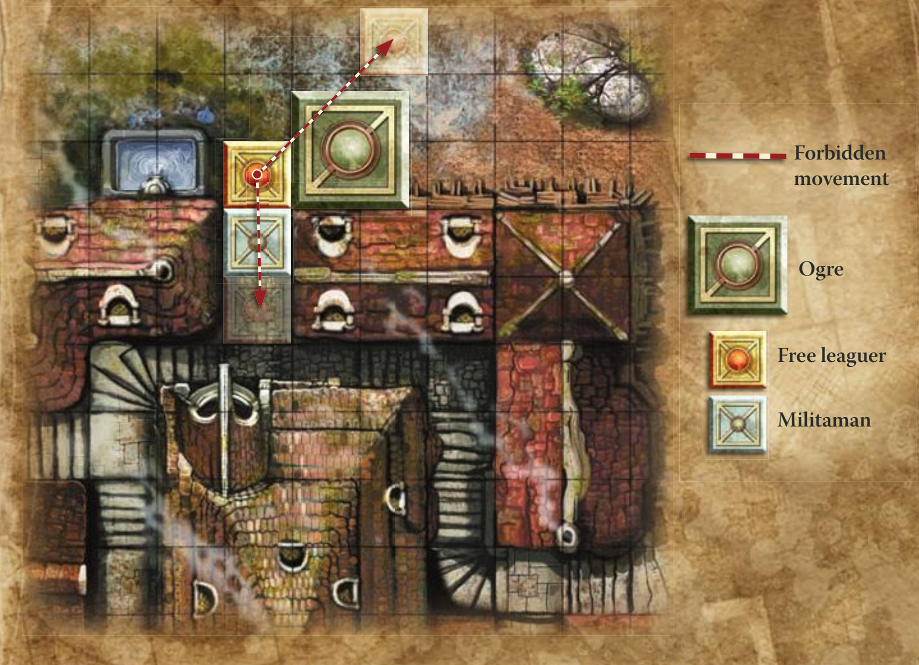
Side step: The character moves to one of the neighboring left or right squares but keeps the same orientation.

Backward: The character moves to the square located behind him, without changing orientation.

Diagonal step: The character moves forwards and to the side but keeps the same orientation. Forbidden for size “2” bases.

Diagonal back step: Idem, but the character moves backward. Forbidden for size “2” bases.

Example 1

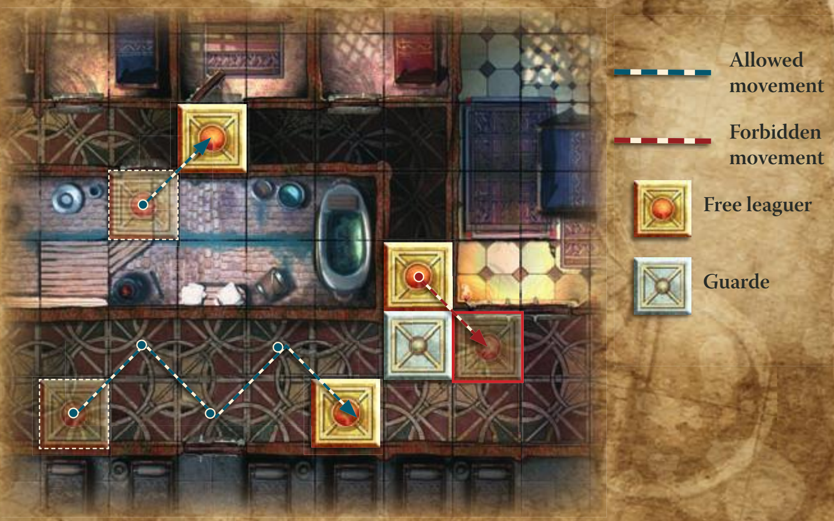


The free leaguer cannot enter the alley because the militiaman (SIZE 3) blocks the passage. Similarly, in the street, the ogre (SIZE 4) blocks the road on two squares of width, although his base does not cover them completely; he covers half of the second square.

TYPES OF MOVEMENT

MANEUVER	MODIFIER FOR THE MOV COST
Forward	+ 0
Quarter turn	+ 0 for the first one, + 1 for the following during the same maneuver
Side step	+ 1
Backward	+ 2
Diagonal step	+ 0, + 1 if threshold or obstacle
Diagonal back step	+ 2, + 3 if threshold or obstacle

EXAMPLE 3



The free leaguer who is in the corridor can zigzag there without any trouble, because no obstacle slows him down. On the other hand the one who is in the room has to spend two MOV points to make his diagonal step, because the embrasure of the door is an obstacle to his movement. The third free leaguer, in front of the guard, cannot move forward because two obstacles are on either side of his trajectory: the corner of the wall and the guard.

EXAMPLE 4

Distances

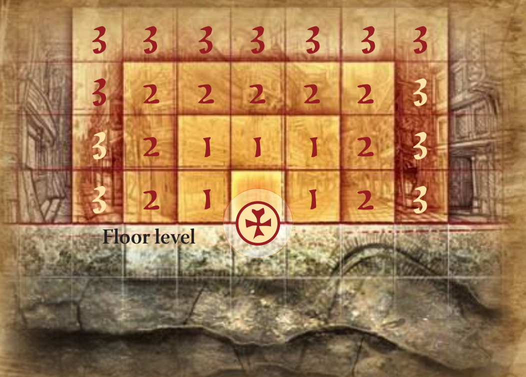
To simplify things, *Cadwallon* considers that the diagonal steps have the same value as in-line moves in MOV points. However, during such a movement, the miniature (even if its base occupies only a single square) will move over several squares. So for a diagonal step to be possible, it is necessary that at least one of the two squares on both sides of the trajectory is free (see Example 3).

If only one of these two nearby squares on the trajectory is occupied by an obstacle (including the angle of a wall), the square moved over costs an extra MOV point. It's the same if a threshold is passed by the character in a diagonal trajectory. The characters of Small size are not affected by this rule, and a miniature standing on a base "2" can **never** be moved in diagonal.

These considerations on diagonal trajectories imply that ...

- To determine the **range** of any remote effect, all the squares *crossed* by the line of sight are counted as squares in a straight line.
- The **areas of effect** are squares (and not circles) which have for centre the aimed square (if a targeted miniature covers several squares, only one of them is considered as the centre of the area of effect!). By convenience, we talk about effect radius even if the used shape is not round! A radius is to be counted in diagonal from the centre of the considered square. When this radius is equal to 0, a square is nevertheless affected by the area of effect: its origin or its centre, meaning the targeted square (see. Example 4).

EXAMPLE 5



Impact point of the area of effect

Note: *An area of effect also extends in height although the surface of game is flat. So, an area of effect is really a box with a height equal to the radius of the area of effect.*

AREAS

For things to be playable and clear, the game board is divided into different **areas** since they are affected by different effects. So, some might burn and not the others, etc. But the GM and the players only have to worry about the area where the PC are, and possibly about the areas which they observe.

By default, every tile of the game board constitutes a area. However, in certain situations, a tile will be subdivided into several areas.

Outdoors, each of these elements constitutes a area of its own:

- A **building**;
- A **roof of a building**, adjoining or not the other roofs;
- A **street** which is not connected with the other streets on the tile;
- An **area of water**;
- A **grove**;
- A **field**;
- An **element of landscape**.

So, on a tile presenting the streets of Cadwallon, it is necessary to count a area per building, and a area for all the streets which connect and surround these houses.

Indoors, each of these elements constitutes a area of its own:

- A **room**;
- A **cave**;
- Every **corridor** or **tunnel** which is not connected with the others on the tile;
- A stairway is considered part of two areas, both levels which it links.

Squares

Each square represents ground belonging to one of the following categories. It can be possibly modified as indicated in its description. All grounds can be affected by "Smoke", "Fog" and "Pitch Dark square". All the Outdoor squares can be affected by "Vegetation".

- The upper city is built with **cobbled streets**, offering a certain stability to the walker.
- The lower city streets are often made of a **hard-packed earth**. These are affected by a rain modifier (and are then considered muddy) if there is bad weather forecast by the scenario. It's up to the GM to decide if the streets remain muddy after the end of a shower, but only the movement modifier is then taken into account (see opposite).
- The **roofs** of military buildings and the warehouses of the city are **level** (and stable as the paved streets) while the typical roofs of the Cadwë houses are **sloping**. All the roofs can be dotted with holes and become damaged (see Table opposite).
- "**wall**" lines of the table are used only to manage actions using the ability Climb/SLE (see further). Walls are affected by the rain modifier.
- The **indoor floors** are the default squares inside buildings. This type of ground can be affected by the following modifiers: damaged, wooden floorboard, metal floor (gallery, pontoon), and rugs. This last one can be added to the other three.
- A **rough terrain** constitutes forest ground, furrows of fields, prairies and all other natural grounds. This ground can be affected by the rain modifier.
- The areas of **water** are the lake of Cadwallon and rivers, ponds, the flooded spaces alike... Every square of water has a depth expressed by a Size level (from very Short Depth to very Large Depth). When this level is superior or equal to the Size of the character who moves into it, the character has to swim (see lower). The MOV cost is identical for the actions of Move or Swim. Muddy water is water the surface of which is made opaque by garbage or pollution.
- **Underground** passages extend below Cadwallon. They are networks of tunnels and caves. Stalactites and stalagmites which occupy at least half of the square are considered obstacles.

Obstacles

The elements of the game board are considered as obstacles which are neither miniatures nor types of ground. They can occupy a square or be on the separation between two squares. All the obstacles are defined by a height. If the game board, the rules or the scenario do not clarify this, the GM is the one to determine, by analyzing the drawing, the height of the obstacle.

- If the SIZE of the character is superior to the obstacle's by **two levels**, he can completely ignore it. The square is considered free;
- If the character's Size is superior to the obstacle's by **one level**, he can move it without having to test of particular maneuver. However, he has to spend an additional point of movement by square crossed and occupied by the obstacle.
- If the character is of a **Size lower** or equal to the obstacle, he has to use Climb/SLE before being able to move over it. A successful action allows the character to move over a square on top of the obstacle. He then has to keep climbing or moving on the obstacle, according to its morphology.

SOME OBSTACLES

OBSTACLE	HEIGHT
Tree	5
Bench	2
Corpse	[SIZE of the race]-1
Chair	1
Wagon	3
Chimney	3 (*)
Rubble/fallen rocks	3
Stall	3
House	4
Stalactite	2
Table	2
Heap of garbage	1
Barrel	2

(*) : *According to the SIZE of the fireplace from the roof where it appears, not according to its hearth.*

THE MOVEMENTS

THE GROUND

NATURE OF THE SQUARE		COMPULSORY/FREE GAMBLES			
		Cost in MOV	Slither/Swim	Hide	Cover
–	Rope, uneven wall	1	+ 0	+ 0	+ 0
–	Wall, smooth wall	2	+ 0	+ 0	+ 0
	Muddy water, sewers	2	+ 0	+ 2	+ 0/-2 (*)
	Clear water	1	+ 0	+ 0	+ 0/-1
	Indoor floor	1	+ 0	+ 0	+ 0
	Cobbled street	1	+ 0	+ 0	+ 0
	Underground passage	2	-1	+ 0	+ 0
	Rough terrain	3	-1	+ 0	+ 0
	Hard-packed earth	1	+ 0	+ 0	+ 0
	Sloping roof	2	-1	+ 0	+ 0
	Level roof	1	+ 0	+ 0	+ 0

(*) : *The first figure applies to what is over the water, the second to what is completely immersed.*

- **Cost in MOV:** The number of points of movement to be deducted from the MOV to move over a square of this type.
- **Slither / Swim:** Figures preceded by a "+" indicate the number of free gambles conferred by the ground Figures preceded by a "-" clarify the number of gambles imposed by the ground.
- **Hide:** Same.
- **Place setting:** Same.

MODIFIERS

SITUATION	COMPULSORY/FREE GAMBLES			
	Cost in MOV	Slither/Swim	Hide	Cover/square
Damaged	+ 0	-1	+ 0	+ 0
Rain	+ 1	-1	+ 0	-1
Fog	+ 1	-1	+ 0	-1
Dark square	+ 2	-2	-	-
Smoky	+ 1	+ 0	+ 0	-3
Wooden floorboard	+ 0	+ 0	-1	+ 0
Metal floor	+ 0	+ 0	-2	+ 0
Rug	+ 0	+ 0	+ 1	+ 0
Vegetation	+ 1	+ 0	+ 1	-1

- **Cost in MOV:** The number of points of movement to be deducted from the MOV to move over a square.
- **Cover:** Applies to the range of sight.

Partitions

The facades of buildings, fortifications, rampart and other fences are considered as partitions. Considering the rules, there are two main types of partitions.

- Those which are toped with a ceiling can be climbed to avoid walking on the ground, but they cannot be crossed in this way; it is necessary to remove all the Structure points from the partition. The height of these partitions is generally not specified, but consider that **the default height of ceilings in Cadwallon is three metres and thus corresponds to a Large Size.**

- Those which are not toped by a ceiling (indoors or outdoors) can be crossed by climbing over them, by digging through them or by jumping over them. If their height is not specified, consider that a partition is three metres high (Large size) or more if its thickness is superior or equal to a square (Very Large Size or more).

When a partition does not correspond to the squares on the game board, consider that the square which is at the foot of this one is free if at least half of this square is on that side of the partition.

PERCEPTION

It is necessary to distinguish what the player knows about the progress of the game from what his character sees of his environment. Often, the player knows more about it then his character. Sometimes, the latter is more attentive than the player. Rules simulate this by relying on three of the five senses: sight, hearing and smell, in this order of efficiency.

Reminder: *A character can interact with another one, or the element of scenery, only if he can perceive him.*

PERMANENT PERCEPTION

The **permanent perception** of a character defines what he perceives without resorting to a fact or a move and thus without the player who controls him having to specify anything. It is the constant and daily attention which the character has of his environment. If a player asks the GM a question the answer of which depends on information linked to permanent perception, the GM has to answer without requiring a fact or a move. If such a question is asked during the character's game turn, the GM can answer after every fact or move the character does, and or even after each square crossed.

This permanent perception is used in four ways.

The character is aware of his general environment. Very often, the player only has to look at the game board to know what surrounds him. He thus knows where his alter ego is (in the street, in the forest) and knows what surrounds him (buildings, passers-by). This perception extends to the time of the day and the weather. This information must be given by the GM to the players as well as the information affecting the whole game board, notably the lighting, the sound level and the smells. **In the same way, the players always know the current Threat level** (see further).

The character sees with a field of vision extending to 180°. It is measured from the centre of his base or the centre of the four squares occupied by a miniature on a "15" or "2" base. Besides, according to the level of luminosity of his environment (see lower), the character sees more or less far.

Within this field of vision, a character sees miniatures and elements of scenery on which he has a line of sight and which are not stealthy. It requires three conditions:

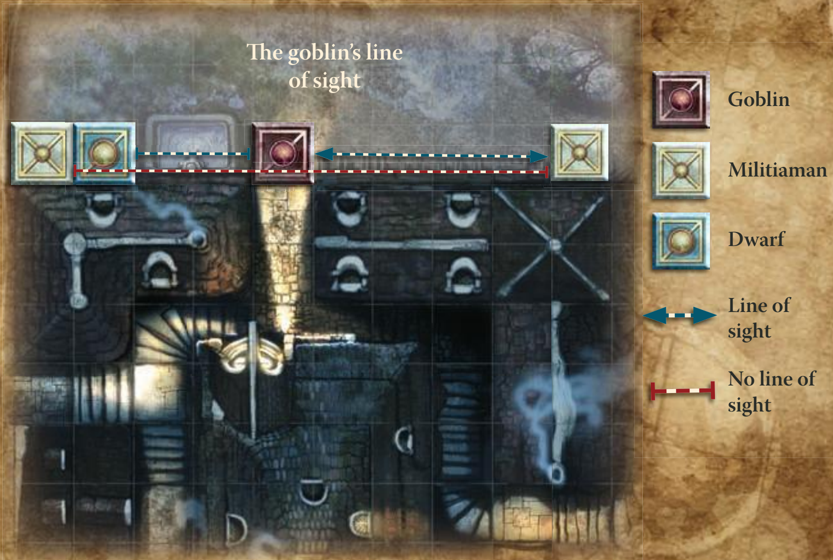
- The target is in the field of vision of the character;
- No obstacle is between the character and his target;
- The target is within sight range and obvious (see lower).

To verify the second condition, it is necessary to draw an imaginary line (by means of an edge of a character sheet) from the centre of the base of the character (or the centre of the four squares occupied by a "15" base) to the centre of the square occupied by the character or the element of scenery targeted (or the centre of four squares occupied by a "15" base). If this imaginary line passes by an obstacle or a miniature, the target is not in sight. However, this obstacle can be ignored if its Size is strictly lower than that of the observer and his target (see. Example 6).

A character hears sounds everywhere around him at 360°, without any particular condition required. According to the sound level of the area (see lower), the character hears more or less clearly the noises constituting his sound environment.

Finally, a character has an **instinctive perception**. In a perimeter around him, all his senses and his instinct (more or less acute) warn him when another living being approaches. He detects only presences and obvious beings. This perception doesn't provide any detail on what it allows to spot, unless this element is also within the character's reach, in which

EXEMPLE 6



It's nighttime. Therefore, sight is limited to eight squares. The goblin at the entrance of the alley sees the militiaman on his right-hand side, because it is in his field of vision, and less than eight squares away. Similarly, he sees the one is on his left, and this in spite of the obstacle (the basin) because it (SIZE 2) is smaller than the militiaman (SIZE 3). On the other hand, the goblin cannot see the dwarf, because the obstacle in question is not of a SIZE strictly lower than the dwarf and the goblin. Finally, both militiamen cannot see each other because they are more than eight squares from one another.

case the character can identify what he has spotted. This area extends in all directions around the character at a distance of one square for all the species except for Wolfen and orcs; for them, the radius extends to two squares. Instinctive perception is not blocked by obstacles, but by partitions.

SIGHT

Lighting

Three conditions of lighting susceptible to affect the sight of a character are "clear", "dark" and "pitch dark". If a square is visible, what it contains is also visible.

- A character sees normally in a **clear area**, even though he would not be standing there and no matter the distance which separates him from it; the sight range is then unlimited. Therefore, he spots the presence, localizes and identifies all which is visually obvious. **On the « daytime» side of the game board, the lighting is clear by default.**

- In a **dark area**, the sight of the character spreads over only eight squares. Besides, in a dark area, only the presence and the localization of a character or an element of scenery is revealed to the player. To identify the target thus spotted, a character has to resort to the ability Look Out/DIS. **The nighttime side of the game board is, by default, considered as dark.**

- In a **pitch dark area,** the character sees nothing; the sight range is useless. Such areas block the lines of sight. The underground areas without source of lighting are considered by default as pitch dark areas.

Sight is made so that from a dark or pitch dark area, a character always sees a clear square or a clear area or a perimeter of lighting (see lower), no matter the distance which separates him from it and the lighting of the areas which crosse the line of sight. Indeed, in the middle of the night or in an underground passage, the light of a lantern is seen from dozens of meters.

Cover

Whatever the conditions of lighting, some elements of the scenery can reduce the sight range. It is the case for certain ground types, but also when the crowd is present in the street of Cadwallon or when certain bad weather conditions work against the characters. The various covers are indicated in the ground modifiers (see higher).

- **If the sight range is Unlimited,** as in a clear area, the line of sight of a character extends through eight squares causing a penalty. Beyond, the vision is so blurred that the character sees nothing more. A square causing several penalty points counts as many times as it has cover points.

- **If the sight range is defined by a value in number of squares,** as in a dark area, every square imposing a penalty within the sight range reduces this range by as much as the indicated penalty (see Example 7).

- **If one or several isolated dark squares are crossed by the line of sight,** they act as a cover reducing by a square the sight range, except that their presence cannot prevent a character from seeing a clear square or a clear area.

SIGHT

TILE	CONDITION	RANGE	DIFFICULTY(*)
In daytime	Clear	Unlimited	3
At night	Dark	8	6
Underground passages	Pitch dark	0	–

(*) : The minimum difficulty for moves requiring sight.

Note: *By default, all the outdoor squares of a nighttime game board are considered dark, even if the drawing of the board includes lanterns and other sources of public lighting. The lighting of these sources is already taken into account in the general lighting conditions.*

Light sources

Certain sources of artificial light (lamps, flames, etc.) affect the level of lighting of the squares which surround them. So, according to the lighting, it is possible that squares of the same area possess different lighting levels. Every source of lighting generates an area of effect called the **perimeter of lighting**. These squares are then considered as being **clear**, whatever the lighting of the area where they are

BEING STEALTHY

Certain rules use the notion of "obvious": everything which isn't stealthy is considered obvious. **By default, everything is obvious.**

Is considered stealthy:

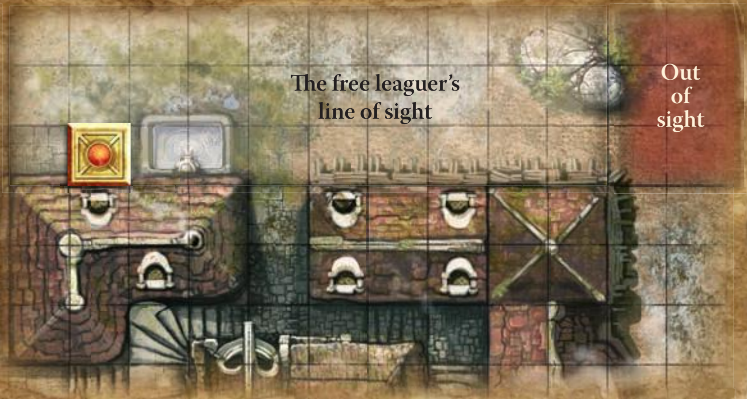
- A character or an element of scenery in a pitch dark and deafening area;
- A character or an element of scenery in a calm and deafening area;
- A character who succeeded a Hide/OPP move.
- An object targeted by a successful Conceal/OPP move.
- A character or an object of Very Small size (SIZE 1).

ATTENTION! The stealth ensuing from the "hide" move is relative; it must be ignored if:

- The hiding place is a dark square and that the observer can ignore this factor (see Nightvision and Infrared vision);
- The character swims in the water, but the observer is also in the water;
- The hiding place is an obstacle which is not situated between the observer and his target.

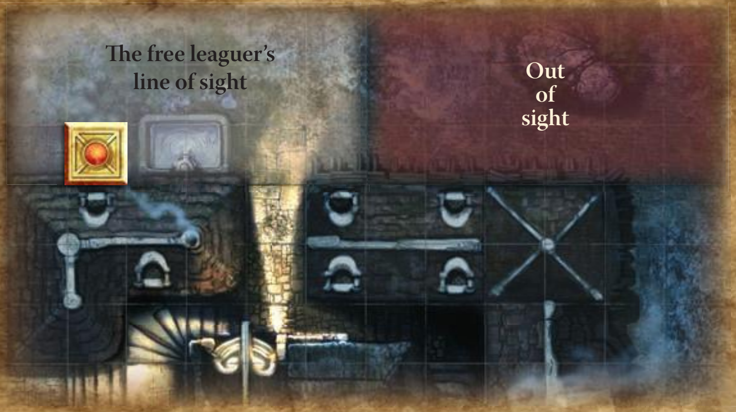
Besides, a character in a pitch dark, deafening area, and occupied by NPC capable of seeing in such conditions is not automatically stealthy.

EXAMPLE 7



It is daylight and it is raining. The normal sight range is eight squares, but every square counts for a cover point (rain). Thus, beyond eight squares, the free leaguer sees nothing more.

EXEMPLE 8



It is raining and it is night. The normal sight range is worth eight. Every rainy square deducts a point to this one (the cover of the rain). Thus the free leaguer cannot see beyond four squares.

LIGHT SOURCES

SOURCE	PERIMETER OF LIGHTING
Candle, will-o'-the-wisp	1
Torch	2
Camp fire/fire	3
Lantern	4

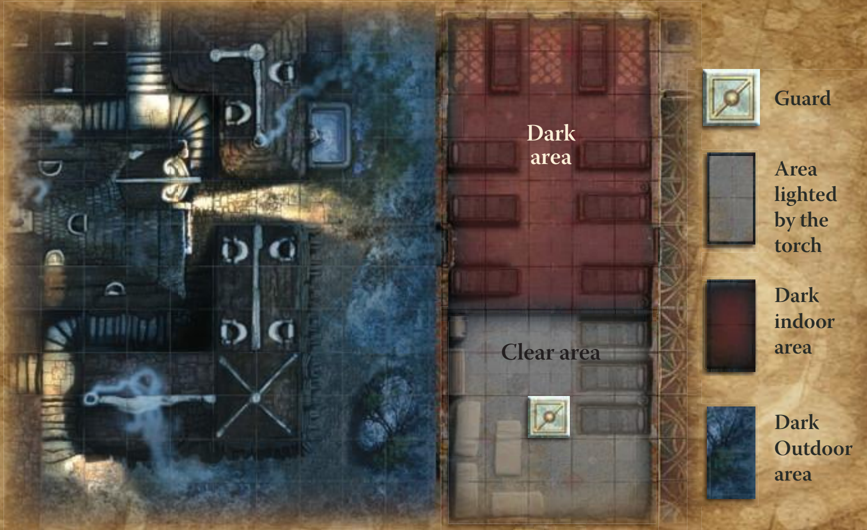
It is possible to carry certain light sources to face the darkness of streets at night or the darkness of basements. A mobile lighting works in the same way as a fixed source. The perimeter of lighting moves at the same time as the miniature representing the character who carries the light source.

A player who controls a miniature standing on a base occupying several squares has to choose the origin of the lighting from one of the squares occupied by the base. This square becomes the reference square.

The presence of obstacles in the perimeter of lighting can affect the lighting. Partitions and corners of buildings block the light and prevent it from lighting squares located beyond. To know if a square is lit, it is necessary to draw an imaginary line from the centre of the square sheltering the light source and the considered square. If this line crosses a partition or a corner of a wall, the square is not lit. Similarly, any obstacle of Large or Medium Size also blocks the light, but only on the square situated immediately behind the obstacle from the light source point of view.

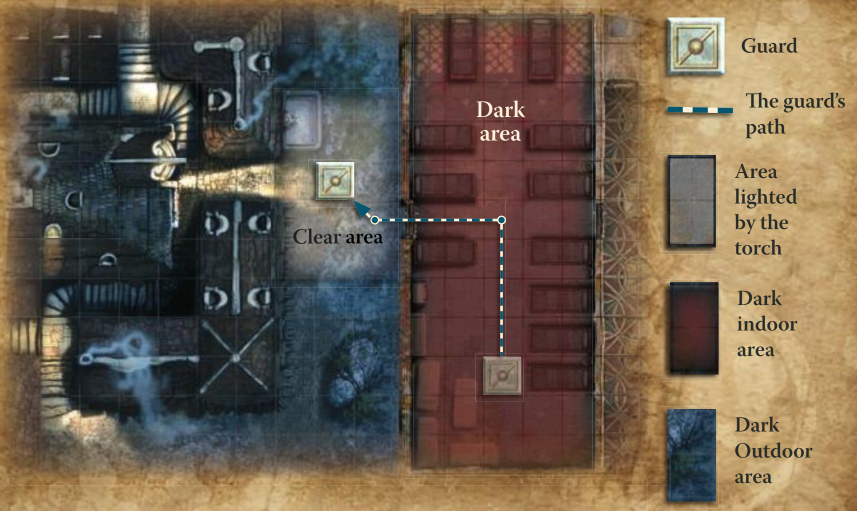
The squares of the perimeter of lighting which are not lit have the same level of lighting as if there wasn't any light source.

Example 9



It's nighttime and there is no light in the house, which is thus dark. However, the guard who watches the dormitory holds a torch. In a radius of two squares around him, the dormitory is clear. Beyond, it remains dark.

Example 10



Alerted by a noise, the guard decides to go out. At the end of his two actions of movement, he is henceforth in the street, leaving the door open. The perimeter of lighting generated by his torch moved with him. Henceforth, it lights a good part of the street, as well as the first square of the alley. The dormitory is dark again, except for the square next to the door.

NIGHTVISION AND INFRARED VISION

Everyone is not equal regarding the lighting rule. Some being used to live underground or in dark places, have developed an extraordinary sight. Naturally, such a sense can become a handicap in conditions of clear luminosity.

	LUMINOSITY		
SPECIES (CULTURE) (*)	Clear	Dark	Pitch dark
Elves (Spider)	clear	clear	pitch dark
Dwarves (Hydra)	dark	clear	clear
Dwarves (Wild boar)	clear	clear	pitch dark
Humans (Stag)	clear	clear	pitch dark
Wolfens (Wolf and Hyena)	clear	clear	pitch dark

(*) : *The peoples who are not on this table possess no particular adaptation to twilight and use the normal rules.*

Hearing

The three sound intensity conditions susceptible of affecting the hearing of a character are "quiet", "noisy" and "deafening".

- A character hears, localizes and identifies normally the sounds in a **quiet area**, as long as he is inside the area. Besides, he also makes out the sounds coming from another bordering quiet area, but within eight squares of him. The particularly loud noises (explosions, howls, shots, etc.) are easily perceived no matter the distance. However, to determine it exactly, a character has to use to the ability Look Out/DIS. It's the same for the background noises: birds in trees, lapping of waves on the port, the noise of people who walk in the street, etc.
- In a **noisy area**, a character can hear and identify a sound if its source is in the same area, but not localize the origin. Sounds resulting from more remote squares get mixed in with the pervading hubbub. The character can try to identify or to localize these noises by using the move Look Out/DIS. Besides, if he is on a square bordering another area and if no partition separates him from this area, he can listen to a distance of eight squares if the area he listens to is quiet, four if it is noisy, and none if it is deafening.
- In a **deafening area**, it is extremely difficult to hear a particular noise; everything is only hubbub and background noise. In such an area, the same Look Out/DIS allows only to isolate a particular noise, but not to localize its origin.

In a quiet area, the characters speak normally when they are three squares or less apart. In a noisy area, the characters can speak to themselves only if their miniatures are on nearby squares. In a deafening area, the character who listens has to use Look Out/DIS.

When a character shouts more than he speaks, we consider that he makes a "particularly strong noise" (see higher); it is heard by all those who are in a quiet area, those who are less than eight squares away in a noisy area and those who are on a nearby square in a deafening area.
To speak is stealthy when the players do it in a low voice. To shout is never stealthy.

Smell

The three conditions linked to smell are "odourless", "fragrant" and "sickening". The rules which follow apply as those relative to hearing. Consider that a particularly strong smell can be: the decay, a corpse, the smell of sewers, etc.

The reduced range of smell can let believe that this sense is useless. On the contrary, since there is no means not to release a smell, a character is always obvious from the point of view of smell.

HEARING

CONDITION	RANGE	DIFFICULTY(*)	EXAMPLE
Quiet	8	3	Street at night and inside a house
Noisy	same area	6	Day street, houses on the alert
Deafening	-	-	Busy market, party, revolt and pitched battle

(*) : *The minimum difficulty for moves requiring hearing.*

SMELL

SITUATION	RANGE	DIFFICULTY(*)	EXAMPLE
Odourless	2	6	Clean House
Fragrant	1	9	Streets of the upper city, the market
Sickening	-	-	Streets of the lower city, the battlefield

(*) : *The minimum difficulty for moves requiring smell.*

THREAT

The oppositions simulated on a board with miniatures are subdued to the arbitration of the GM. It means that he is not an enemy player even if he controls the enemies of the PC, he reacts to the situation according to their decisions and, naturally, to the requirements of the scenario. Thus the GM does not play against the players. They play with him, although he is sometimes forced to take decisions with fatal consequences for PC.

If the reasons of the decisions taken according to the scenario are secret and are a part of what spices a game of role playing game up, other reasons are motivated by rules. The rules notably define the reactions of Cadwës regarding the actions which the players announce for their character. They are described in this section and must be understood by all the players. However, only the GM needs to assimilate them before the first games.

These rules articulate around the threat level, abbreviated TL, which simulates the tension of the scene. The more it increases, the more witnesses, guards and criminals are alerted by the actions of PC. It is notably translated by a change of behavior in NPC, but also by the possibility for them to call for reinforcements.

So, the TL is a tool which allows the GM to determine quickly the behavior of NPC met by PC, as well as all those present on the game board, without having to examine the individual situation of each of them. Besides, it allows to bring in militiamen and reinforcements in a simple and credible way. For the players, the TL allows to measure the danger which lurks over their characters and the degree of caution required to avoid the worst.

The TL is thus at the same time a technical tool and an indicator of the atmosphere of the current scene.

It is represented by a value, the effect of which depends on the attitude of the district (see. Book I). Each time the level reaches a significant level, NPC adopt a new behavior, mostly to the disadvantage of PC: the militia checks them, a creature attacks, rascals decides to stick them up, etc. If the TL decreases, the effects of this level persist until a lower significant level is reached.

The TL is useful to manage the situations where PC infiltrate a watched place and to gauge the atmosphere of a street during a fight or during a pursuit. On the other hand, the TL is useless when it is the PC who protect a place where an infiltration takes place; it is the players who manage the behavior of their characters and their possible companions.

Rules or scenarios indicate the TL of the game board as the PC's miniatures are displayed. Afterward, this parameter evolves according to the actions taken by the characters in opposition. Besides, it obeys to some unchanging rules.

- The TL is unique, it applies to the whole game board. It is always the same no matter the area where a character might be. Similarly, It applies to all the NPC of the game board.
- The TL is indicated by one or two d6 (of which the values are added) or one d12 (if you have one) placed next to the game board, for the players to see.
- If **all** the PC and their allies leave the game board, ignore the TL and use the new TL of the new board.
- If the opposition stops or PC leave the game board, but wish to return to it afterward, the TL has decreased by a point for every five minutes that go by on Aarklash.
- The TL can never fall below the original TL associated to the game board, or rise above 13.
- The increases and decreases of the TL happen when the events leading to a variation occur. On the other hand, the effects of significant levels are applied only at the end of the round.

The characteristics of a game board must always be known by all the players. They are therefore considered conscious of the TL because their characters perceive more or less noise resulting from the increase of activity, as the guards are given orders or evoke the presence of intruders.

The rules of this chapter are designed so that the GM only has to worry about the area where PC are present. If a rule has to apply beyond this area, it is mentioned explicitly.

EVOLUTION

If the initial TL value is fixed by the game board and\or the scenario, its evolution depends on the behavior and the actions of the PC. However, these have more or less of impact on the TL according to the scenery in which they evolve:

- Streets: The streets of Cadwallon are frequented by **passers-by** and sometimes watched by **militiamen** or **rascals**.
- Houses: The houses of Cadwëans and dens of organizations shelter **inhabitants** and are watched by **guards**.
- Underground passages: Sewers and basements of the city are occupied by **creatures** and **inhabitants**.
- The countryside: The natural places of Cadwallon are frequented by the **passers-by**, although they are also the refuge of **creatures**.

The insert of the following page details the various parameters of evolution of the TL and their impact. Most are pretty obvious, but some require some comments. Notably, the parameters "at least" are managed at the end of the round by the GM, who verifies if effectively at least one occurrence of this parameter happened during the round.

Generic parameters

PC neutralize all the NPC in their area: All the NPC are dead, unconscious, prisoners of PC or joined their cause. This area is henceforth "Quiet".

PC use successfully a move of interaction: It is possible to decrease the TL by justifying with NPC the presence or the actions of PC. The GM determines if it is possible and how, according to the exact situation.

Out of the way: If PC stay on a game board without doing anything and without interacting with the other characters, the TL falls by a point after of a number of rounds equal to the current TL. It can seem long, but you should not forget that from the point of view of the characters, every round lasts only a few seconds!

Favorable conditions: If the conditions of luminosity or noise of a game board are not respectively "clear" and "quiet", the TL decreases by a point to the end of every round. If at least one of the two conditions is respectively "dark" or "deafening", it falls by two points. In either case, this decrease cannot bring the TL to a value lower than its value at the beginning of the round.

THE CHARACTERISTICS OF A GAME BOARD

All this information is accessible to the players.

- Name (district or geographic situation)
- Original Threat level
- Attitude of the district
- FAITH of the district
- Default level of lighting
- Default level of noise
- Default level of smell

In the street

These parameters apply only to the obvious characters.

Outward sign of wealth: This factor indicates any ostentatious sign of a rich way of life: wallet filled with Ducats, luxurious clothing, jewels, etc.

Suspicious activity: When an obvious character does several actions during the same round, he draws the attention of the passers-by and the NPC.

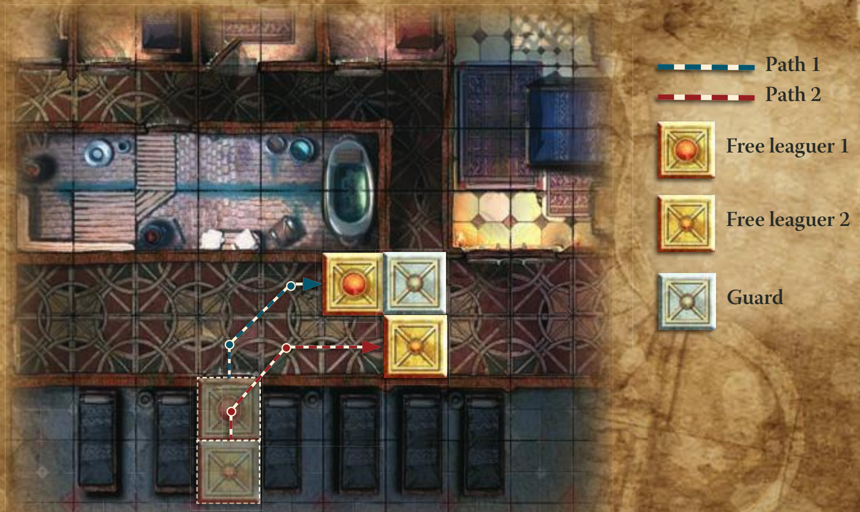
In the countryside and the underground passages

Unusual noise: Every rustle which betrays the intervention of man or civilization in nature. This parameter does not include to the use of a firearm.

Unusual smell: Idem.

Light source: This factor is taken into account only if the light source of a PC changes the lighting of a area.

EXAMPLE 11



The free leaguer n°1 opens the door of the dormitory. This constitutes an action made by an obvious intruder (TL 1). He penetrates then into the corridor, and is spotted by the guard (TL 1). The free leaguer continues to act and attacks him. It produces at the moment no increase of TL. The second free leaguer acts. By moving into the corridor, he makes the same errors as his companion (TL 2). He attacks the guard also. At the end of the round, the GM notifies that at least an action of confrontation was made, and increases the TL of 1. On the whole, the TL will have increased by five points this round.

EVOLUTION OF THE THREAT

GENERIC PARAMETERS	
Situation	**Evolution**
At least one shout	+ 1
At least one action or reaction of confrontation is used by an obvious character	+ 1 (*)
At least one firearm is shot	+ 2 (*)
At least one NPC is killed in front of witnesses	+ 2
Incantation of spell or call for a miracle	+ 1
At least one FEAR value is increased	+ 1
At least one PC penetrates into a quiet area	2
PC neutralize all the NPC of their area	-1
PC use successfully an interaction move	-1
Out of the way	-1
Favorable conditions	-1/-2

(*) : *these parameters do not add to each other.*

IN THE STREET	
Situation	**Evolution**
At least one weapon is worn by a PC more than 1,30 m tall (upper city)	+ 1 (*)
At least one outward sign of wealth (low city)	+ 1
At least one weapon is unsheathed by a PC	+ 1
Suspicious activity	+ 1

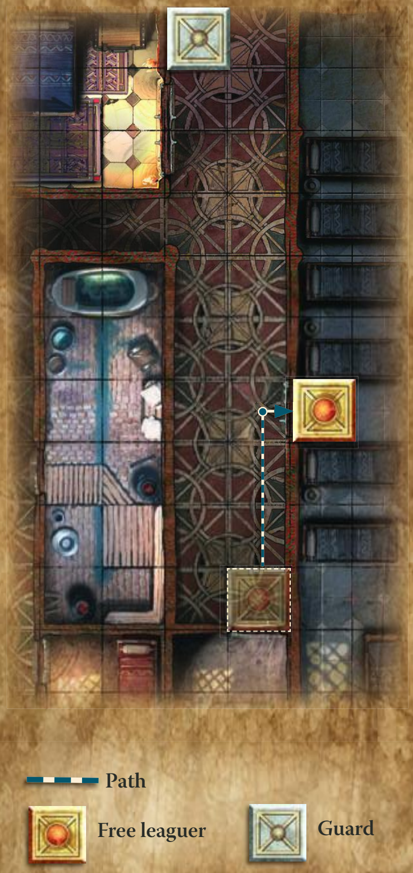
(*) : *These parameters do not apply if at least one action or reaction of confrontation was used during the round by an obvious character.*

IN HOUSES	
Situation	**Evolution**
An obvious intruder makes an action or a reaction	+ 1 (*)
A guard spots an intruder	+ 1
A guard identifies an intruder	+ 2
Evidence is discovered	+ 2
Burglar alarm	+ 1
Presence of the other	+ 1
A guard successfully achieves a Look Out/DIS action in a area void of intruders	+ 1

(*) : *These parameters do not apply if at least an action or a reaction of confrontation was used during the round by an obvious character.*

IN THE COUNTRYSIDE AND THE UNDERGROUND	
Situation	**Evolution**
At least one light source	+ 2
A creature spots an intruder	+ 1
Abnormal noise (steam machine in a forest, etc.)	+ 2
Unusual smell (perfume, naphta, etc.)	+ 2
At least one weapon is unsheathed by a PC	+ 1
Suspicious activity	+ 1

Example 12



The game board is dark. The free leaguer takes advantage of this darkness to approach the door of the dormitory. Regrettably, the guard is all the same within sight range. In these conditions, he can only spot the presence of a possible intruder (TL 1). When comes his turn to act, he successfully uses the ability Look Out/DIS. It allows him to confirm that the free leaguer is indeed an intruder. He then identified him (TL 1). On the whole, this round, the TL will have increased by two points.

In houses

An obvious intruder does an action or a reaction: This parameter applies only if the action or the reaction in question does not constitute a parameter in itself (ex: cast a spell). Similarly, it does not add to the following parameters.

A guard spots/identifies an intruder: "to spot" an intruder means that the guard detected an unusual presence, but that he is not sure that it is an intruder, or at least a dangerous intruder. It is the case when rules concerning the perceptions mention that the presence of a character is discovered, but not identified. On the other hand, when this presence is known by the guard, it is likely that he considers the intruder as dangerous and "identifies" him, causing a new increase of the TL.

Presence of the other intruders: If NPC enter a area at the same moment as PC, the commotion which they cause increase the TL by a point to the end of every round.

Is somebody There?

Cadwallon does not require of the GM to manage immediately all the NPC of a game board. Within the framework of the management of NPC, the areas of a game board are classified thanks to the categories explained below. These allow to determine if NPC are present in a area. So, are displayed by the GM only miniatures representing NPC present in the area which PC observe or perceive, except for the crowd (see lower). When PC leave a area, the GM can store the miniatures of the NPC which were there, unless these pursue the PC. If PC return to the scene, the GM displays NPC which are still alive, taking into account the number of rounds since the previous visit of the PC. Nevertheless, the new possibly displayed passers-by are not the same that those previously met. By definition, a passer-by is mobile and ephemeral.

These categories are compatible with one another, except for Calm.

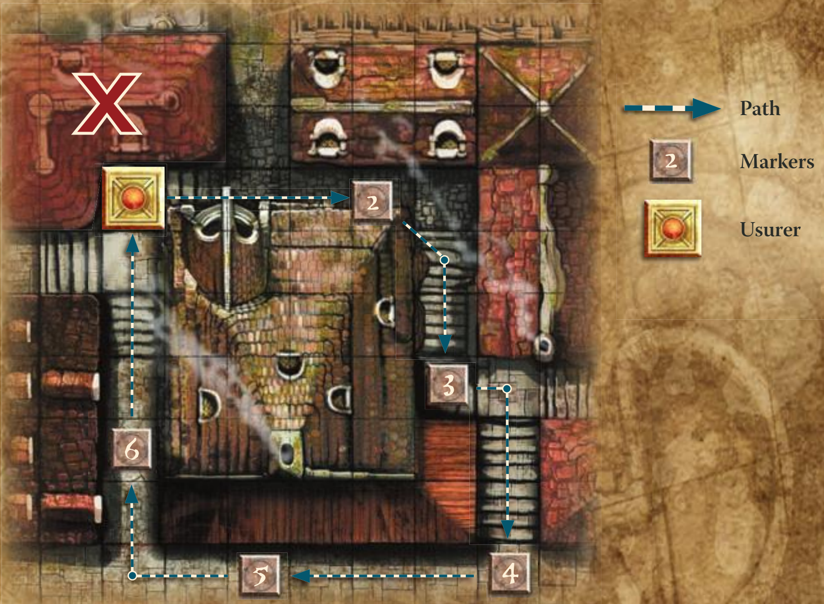
Calm Area

No NPC is present or watches this area. Here, to announce a fact or a move in a low voice is enough to be considered stealthy when acting.

Inhabited/Busy Area

The area is occupied by an inhabitant, the crowd or a monster. Even though the latter would be asleep, this area constitutes a danger for intruders and is not considered as Calm. An indoor area is inhabited, whereas an outdoor area is busy.

Example 1 3



The free leaguers have taken refuge in a house while they try to escape a group of usurers. From this house, marked with a cross on the plan, they inspect the alley in front of them. The street is indeed watched by a Usurer (POT 2, MOV 4). Thus the GM throws 1d6 to determine on which mark he stands. He rolls ⚂. From the house, the free leaguers cannot see the guard, but they hear him. At the end of this round, the GM secretly makes him progress to mark n°5, since this Usurer uses all his POT to move. In the following round, the free leaguers come up with a plan. One of them shouts to make his opinion heard (TL 1). The Usurer continues to advance and reaches mark n°1. The free leaguers can see him, and the GM displays the miniature of the Usurer. The increase of the TL implies that henceforth, the Usurer does not move more than one mark per round, because he spends his second die of action to use the ability "Look out". During the third round, the free leaguers retreat to another tile, and the Usurer reaches mark n°2. The leaguers return four rounds later, while the Usurer kept the same rhythm; he is henceforth at mark n°6.

Guarded Area

NPC (militiamen, rascals or guards) are present in the area. They watch it more or less carefully according to the TL (see lower). A NPC in such a area is said "on watch". He can be static. Should the opposite occur, his path is indicated on a map supplied with the scenario and the positions and the number of "move" facts necessary for this path are marked out. When PC penetrate into the area, the GM determines randomly the mark where every NPC is situated. All the guards are displayed in nearby squares or near another guard. If PC leave such a area and return there later, the GM displays the guards at the mark they reached, taking into account how much time has passed.

EVIDENCE

As a rule, when PC leave a area, it is not necessary for the GM to worry about what takes place there. However, it is necessary to keep it in mind if PC left **evidence** of their passage. Evidence can be:

- The absence of one or several NPC;
- A sign of a break-in (open door, broken lock, damaged door);
- A body or a corpse;
- Traces of combat: shock, notches, bursts of blood and burns on the scene;
- A "real" track: of step, a wet surface (when it is raining outside), etc.

Except for missing guards, evidence can be masked by a successful use of the Ability "Conceal/OPP" or by a simple fact if the evidence can be carried by a character. If it is not the case, they will be discovered some time or another.

- If **the area is Guarded**, evidence will be discovered during the next relief or when reinforcements sent.
- If **the area is Patrolled** and the patrol is not neutralized, the time of arrival of the patrol is determined as PC penetrate into the area. Time continues to run when PC leave it, and in the end, the evidence is discovered.
- If **the area is Watched** or **Quiet**, evidence will be discovered during an "Action stations!" (See lower).

When evidence is discovered, the TL increases by a point.

Watched Area

No NPC is present in the area, it is watched (remotely). Either NPC have a line of sight on this area, or they use means of incantation, divination or revolution to observe it from another area. When a area is watched, its description mentions from where. In such a area, the intruders have to pay attention not to be spotted, as in a guarded area.

A area cannot be watched if it is not clear and quiet. If a scenario or a game effect indicates that a area is watched, but the conditions do not allow it, the area is considered as Quiet.

Patrolled Area

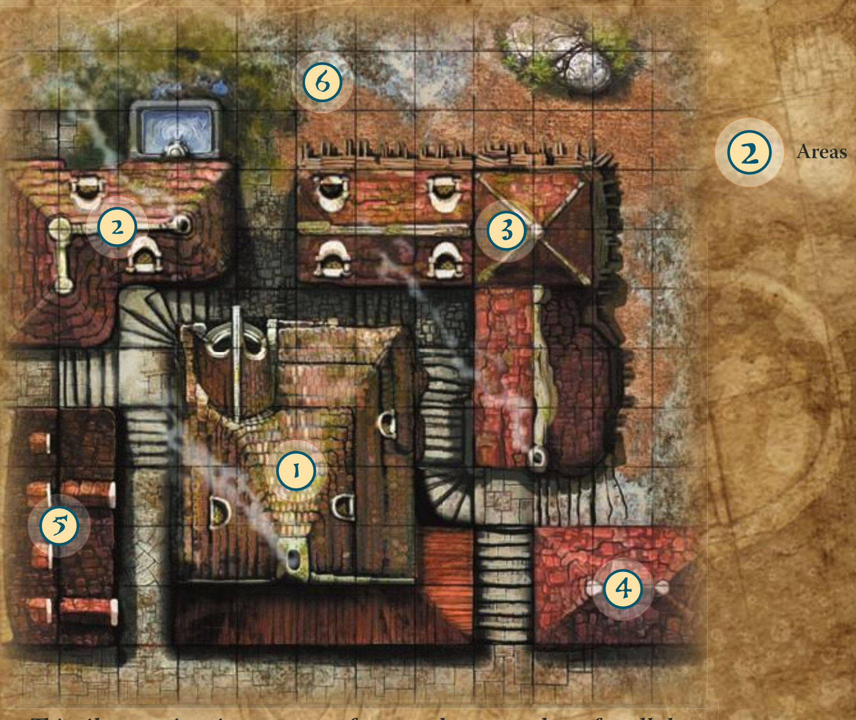
NPC are physically present but not all the time. Areas patrolled by the same section are linked together within a route, a set of areas connected one with another.

Sometimes the route is numbered on the plan and marked out by marks comparable to those of the guarded areas. They are accompanied with the mention of the number of areas which compose the patrol.

When the route is not numbered, the GM displays his miniatures on the mark of the area the furthest from PC.

Each mark indicates the position of the patrol after every move fact. According to the TL, the patrol moves as much that its POT, or its POT decreased by one if it has to do an action or a reaction dictated by the TL. A guard met in such circumstances is considered "on patrol".

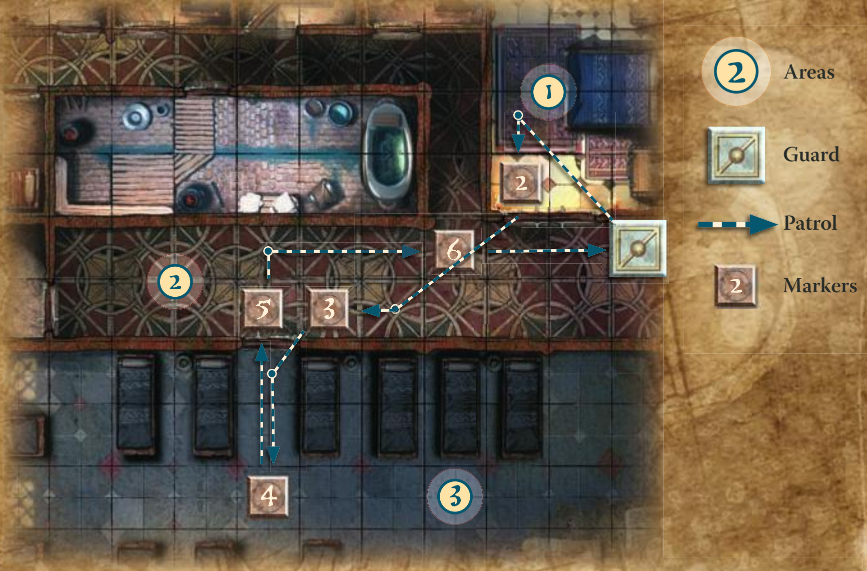
EXAMPLE 14



This tile contains six areas: one for every house, and one for all the streets. The scenario presents the following information:
- *Area 1: (guarded) house of the Usurers*
- *Area 6: streets (watched/1).*

Indeed, a Usurer is standing behind the bull's-eye of the house of area 1 and watches the surroundings street. This surveillance is effective only by day. At night, the streets are too dark and the GM has to consider that streets are Quiet.

Example 15



The tile above shows a patrol. All the gates are opened. This patrol extends over three areas and contains six marks. The guards who compose it (POT 2, MOV 4) begin this route on mark n°1. In the first round, they move normally to mark n°3. At this point, the intruders have increased the TL to a level where the guards have to look out. In the following round, these only get to the next mark n°4. At the end of this round, the TL decreases, and it is not necessary anymore to look out. In the following round, the guards resume their normal progress and return to mark n° 6.

Even if no intruder encounters the patrol, the GM has to localize this one when an intruder resorts to Look Out/DIS successfully. He announces then to the player the location of the patrol, within the limits of the effects of Look Out/DIS. Similarly, at the end of a round, the GM localizes secretly the patrol.

In one case or the other, the GM is engaged in the same calculation as above. He then places the patrol in a area of the route void of the intruders. If it is possible, he has to place it at least as man-marks away from the closest intruder than the difference between the TL and the number of areas of the route, modified by the number of occupied areas or areas crossed by intruders.

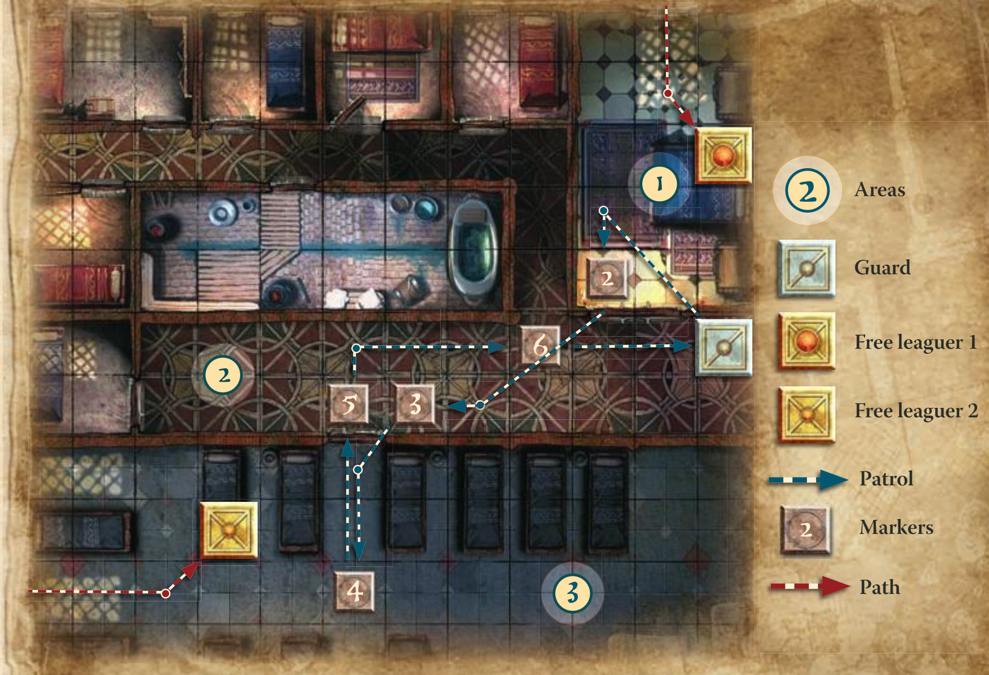
Afterward, for every round, he moves the patrol according to its POT and to the TL. When he has to display a patrol, the GM places the first guard on the mark, and the others in its continuation, thus forming a chain of adjoining guards.

When an intruder penetrates a patrolled area, the GM compares the TL among the areas of the route:

- If the TL is superior or equal to the other areas, the patrol is present in the area;
- If the TL is lower than the number of areas, the patrol is elsewhere. It is situated somewhere else on the route. The area is quiet.

For the needs of this comparison, add a point to the TL for each area already visited on the route or presently occupied by another intruder.

Example 16



A scene begins in the same house as the example above. The TL is equal to 1. A first free leaguer gets ready to penetrate secretly into the area 1. Before describing the house, the GM checks if the patrol is there. As the route contains three areas, it is not the case. The player congratulates himself about that and declares that his character hides under the bed. The second free leaguer enters discreetly the house through the window of the dormitory. The GM compares again the TL to the number the areas of the patrol, adding one point to the number of areas because the first free leaguer occupies an area of the route. The TL is still lower than this total, and the patrol did not arrive at the dormitory. The second free leaguer looks out to localize the patrol and is successfull. There only remains one free area on the route, and all the route's marks are at least one mark away from the areas occupied by the intruders. The GM decides to place the patrol on the mark n°6 and tells the player.

GUARDS ROOM, RESERVES AND RELIEF

The militiamen, the rascals and the guards on a game board are not all on watch or on patrol at the same time. Some are in the Guards room, the others in Reserves.

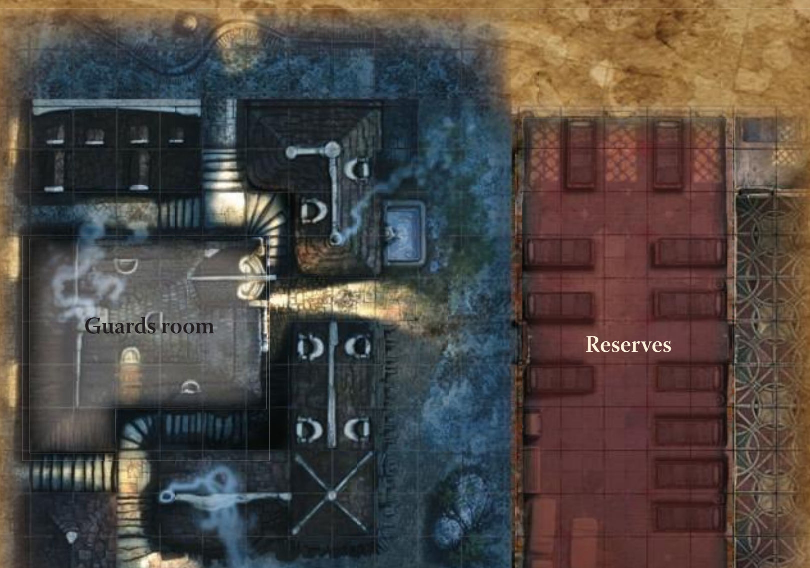
Attention! *You should not take these terms in the sense of the dictionary but indeed in the sense given to them in this chapter, that is in the perspective of an opposition on game board.*

- The **Guards room** is the neuralgic centre of the surveillance of a game board. The captain of the militia, the guard or the gang leader is there, asleep or awake according to the TL. Relief leaves from here. Reports take place in this room. It is also there that are brought messages and prisoners.
- The **Reserves** are the place where the NPC which are not on duty rest. Here sleep as many guards as necessary to send reinforcements in case of an alert. It is from here that they leave in such cases.

To neutralize the Guardroom or the Reserves is a risky enterprise, but which is sometimes worth it: this prevents levels "Alert!" and "Action stations!" from having any effect.

When losses are suffered by Reserves themselves, these are imputed at first on the reinforcements which could be sent during an "Alert!" or an "Action stations!" (See higher). To determine the areas which will not benefit from it any more, the GM begins with the guarded area with the lowest number in its title and continues in increasing order.

Example 17



Both tiles presented opposite belong to a greater game board. The tile on the left houses the Guards room of the Usurers, the other one the Reserves. If the free leaguers succeed in neutralizing all the NPC of the house sheltering the Guards room, they prevent the leader of the Usurers from giving the alert. Besides, they can also decide to block the unique door which allows the guards to call out Reserves, thus making sure of a tactical advantage.

As indicated higher, the guards on patrol or on watch are relieved regularly by the Reserves. The description of the board indicates this frequency. Unless PC coordinate their infiltration in a particular way, consider that when the infiltration begins, half of this time has already passed.

If PC are in a guarded or patrolled area as relief takes place, they see it occur. A new NPC arrives, talks for a round with the outgoing NPC, then the latter reports to the Guards room, then goes to the Reserves.

If, at the time of the relief, guards were neutralized by the intruders, the inbound NPC notices it and reports it, thus increasing the TL (see. Evidence).

Certain situations stage neither Guards rooms, nor captain, nor Reserves. In these cases where NPC are not coordinated, the guards live outside of the game board, and the levels table reaches the level "Alert!" or "Action stations!" a point later than usual.

On the contrary, some situations will stage several guards rooms or reserves, one for every type of NPC present on the board.

THE BEHAVIOR OF NPC

The levels table indicates the default behavior of the NPC present in the same area as the PC, as well as the help that NPC present on the game board might be to them. The various default behaviors are indicated in the list below. They are distributed within level grids, one for every attitude. To determine the behavior of NPC, it is necessary to refer to the table corresponding to the attitude of the district or the place in which the opposition takes place. This behavior is cumulative. So, if the evolution of the TL activated the level "Weapon in hand!" and "Who goes there?", NPC are on the "look out" with their weapon in hand.

If the TL increases because of a PC in the same area as NPC, the GM takes the control of NPC and makes them act in their best interests as if he was a simple player, but takes into account the behavior affected by the TL and the limited perception which they have of the situation. Besides, he has to obey some rules:

- The attitude of these NPC is necessarily that of the place in which they are found;
- No matter the TL, a NPC always reacts in the same way if he is the target of an action of confrontation. He adopts the behavior « Attack! », unless being under the influence of fear (see. Confrontation).

When PC leave the considered area, either NPC pursue them, or they return to their default behavior, according to the current TL.

Besides, if the evolution of the TL implies that NPC change behavior and that the PC know the consequences, this change has to obey appropriate rules for the oppositions. Thus at their turn, NPC have to execute the facts and the moves required by their change of behavior with their AP dice (such as taking out a weapon, moving, etc.).

"Alert!"

The presence of intruders here is almost guarantied. An alert activated by a certain type of NPC affects only the type of areas which this type occupies: indoor or outdoor. All the guarded or patrolled outdoor areas are guarded and patrolled by twice the number of NPC. Indoor, it's the same, but only for the guarded or patrolled areas, the number of which is superior or equal to that indicated in the mention "Reserve". Some scenarios foresee that only some areas are affected by an alert.

The Reserves are woken up if they were sleeping on the scene, or called in if not. If the target is not there anymore but the last event having caused an increase of TL can be localized in a specific area, the closest NPC head straight for that area, abandoning their usual stations.

Anyway, an alert increases the level noise in all the affected areas and the reinforcements reach the relevant areas at the end of the next round, unless the TL falls to a lower significant level. Once they arrive, the noise decreases by one level. The reinforcements are displayed if they reach an area occupied by a PC. Otherwise, the GM just notes their presence in the relevant areas.

If a PC is on the path taken by the reinforcements to reach one or several guarded or watched areas, they are displayed in the same area as this PC. Thus it is possible that the PC is confronted with as many detachments as areas to which he blocks the access.

NPC sent as additional help have been alerted. They accumulate the effects from "Who goes there?", "Weapon in hand!", as well as "Attack!" if this behavior is registered on the level table.

"Attack!"

NPC attack PC at first sight. However, the GM decides if this combat is to death or not. NPC can indeed consider it enough to arrest or rob PC. If the confrontation turns in the disadvantage of NPC, the latter ones run away or shout.

"First warning!"

No matter if they have spotted PC or not, NPC ask them to lower their weapons or simply to leave, according to the situation. If it is required, they resort to the ability "Intimidate/PUG". A creature frightens the intruder by trying to show itself impressive - it growls or pretends to attack.

"Action stations!"

This level of TL generates the same effects as "Alert!". Besides, all the areas are Watched by default, because of the greater level of attention and activity.

"Flee you fools!"

NPC give in to the panic and run away in front of PC. They avoid the combat at all costs and shout if they are attacked. If it seems relevant to the GM, they resort to the ability Hide/OPP rather than run all over the place.

"Who goes there?"

NPC suspect something and are on their guards. They resort to the ability Look Out/DIS to make sure that everything is normal. The NPC with POT 1 have spend a round moving, then look out for the next round, move again the following round and so on. If possibly, they use Identify/SUB to learn more. Animals resort to Hunt/OPP.

"In the name of the Duke!"

The militia arrives, encircles the game board and sends men in. The opposition ends and all the protagonists of on the board are locked up in the cells of the closest barracks. However, if the players wish to escape the militiamen or to face them, the GM arranges nine militiamen (six only in the lower city) on the edge closest to the area where the last TL increase occurred. These militiamen try to arrest all the rioters, which means all the protagonists of the opposition. If PC engage combat with the militiamen and are recognized, the value of their contact "Duke" falls by a point, two if militiamen died. If they are taken by the militia, they are taken in the closest garrison, possibly with those whom they fought during the opposition. There, they can exploit their free leaguers' rights and face the administrative and legal subtleties of Cadwallon.

"In the name of the Duke!" Cannot take place in underground passages or outskirts.

"Weapon in hand!"

NPC get ready for the combat. The inhabitants lay their hands on what they can. Others unsheathe their weapons if it is not already the case. The NPC which do not consider themselves capable of fighting strengthen their positions or run for the closest guards room/militia room.

"At ease!"

The default level where the NPC attention is very low. In this level, monsters and inhabitants are engaged in their daily activities (work, hunting, leisure activities) in the daytime and sleep at night (or the opposite for night birds). They wake up as soon as the TL indicates a change of behavior. The guards, the militiamen and the rascals discuss or play cards without caring about what surrounds them.

OPPOSITION INFLUENCED BY PUGNACITY

Places under the influence of Pugnacity are prone to confrontation. The NPC who live there like to fight and do not hesitate to face the enemy alone, even when it is dangerous for them.

	OUTDOOR		INDOOR		MIXED
TL	**Passers-by**	**Official forces/rascals**	**Guards**	**Inhabitants**	**Creatures**
13	"In the name of the Duke!"	"In the name of the Duke!"	"In the name of the Duke!"	"In the name of the Duke!"	–
9	–	"Action stations!"	"Action stations!"	–	–
7	"Attack!"	"Attack!"	"Attack!"	"Attack!"	"Attack!"
5	"First warning!"	"Weapon in hand!"	"First warning!"	"Weapon in hand!"	"First warning!"
3	–	–	"Weapon in hand!"	–	"Who goes there?"
1	"At ease!"	"At ease!"	"At ease!"	"At ease!"	"At ease!"

OPPOSITION INFLUENCED BY SLEIGHT

Sleighty NPC are vigorous, but show evidence of a minimum of reflection. If they do not face the enemy alone, they do not refuse to fight either.

	OUTDOOR		INDOOR		MIXED
TL	**Passers-by**	**Official forces/rascals**	**Guards**	**Inhabitants**	**Creatures**
13	"In the name of the Duke!"	"In the name of the Duke!"	"In the name of the Duke!"	"In the name of the Duke!"	–
10	"Attack!"	"Attack!"	"Action stations!"	–	"Attack!"
8	–	"Alert!"	"Alert!"	"Flee you fools!"	"First warning!"
6	"Weapon in hand!"	"Weapon in hand!"	"Who goes there?"	"Weapon in hand!"	–
4	"Who goes there?"	"Who goes there?"	–	–	"Who goes there?"
1	"At ease!"	"At ease!"	"At ease!"	"At ease!"	"At ease!"

OPPOSITION INFLUENCED BY STYLE

When Style prevails, NPC would rather avoid facing the threats and prefer to flee or call in reinforcements. Therefore, they do not engage in physical confrontations.

	OUTDOOR		INDOOR		MIXED
TL	**Passers-by**	**Official forces/rascals**	**Guards**	**Inhabitants**	**Creatures**
13	"In the name of the Duke!"	"In the name of the Duke!"	"In the name of the Duke!"	"In the name of the Duke!"	–
12	"Flee you fools!"	"Alert!"	"Alert!"	–	"Attack!"
10	–	"Attack!"	"First warning!"	–	–
6	"First warning!"	"First warning!"	"Weapon in hand!"	"Weapon in hand!"	"First warning!"
4	–	"Who goes there?"	"Who goes there?"	–	"Who goes there?"
1	"At ease!"	"At ease!"	"At ease!"	"At ease!"	"At ease!"

OPPOSITION INFLUENCED BY OPPORTUNISM

In the places where Opportunism is the rule, NPC hardly pay attention to the PC. They wait for the proper occasion, but are then ferocious opponents .

	OUTDOOR		INDOOR		MIXED
TL	**Passers-by**	**Official forces/rascals**	**Guards**	**Inhabitants**	**Créatures**
13	“In the name of the Duke!”	“In the name of the Duke!”	“In the name of the Duke!”	“In the name of the Duke!”	–
11	“Attack!”	“Attack!”	“Alert!”	“Flee you fools!”	“Attack!”
9	–	“Weapon in hand!”	“Weapon in hand!”	–	–
7	–	–	“Who goes there?”	“Weapon in hand!”	“First warning!”
5	“Who goes there?”	“Who goes there?”	–	–	“Who goes there?”
1	“At ease!”	“At ease!”	“At ease!”	“At ease!”	“At ease!”

OPPOSITION INFLUENCED BY SUBTLETY

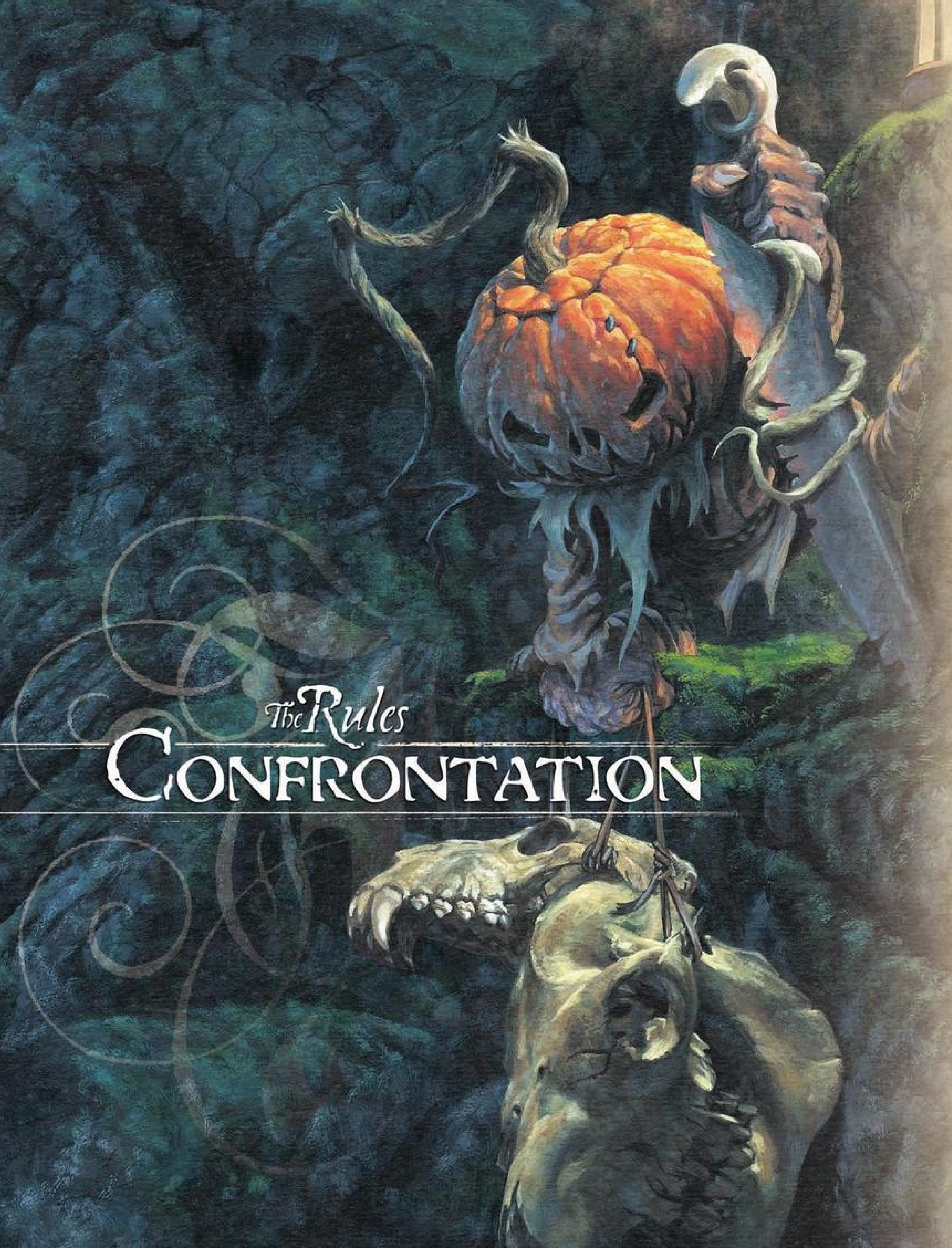
Subtle NPC pay attention to their environment, but prefer to use their brains rather than their muscles to overcome a situation.

	OUTDOOR		INDOOR		MIXED
TL	**Passers-by**	**Official forces/rascals**	**Guards**	**Inhabitants**	**Créatures**
13	“In the name of the Duke!”	“In the name of the Duke!”	“In the name of the Duke!”	“In the name of the Duke!”	–
10	–	“Flee you fools!”	“Flee you fools!”	–	“Flee you fools!”
8	“Flee you fouls!”	“Alert!”	“Alert!”	Flee you fouls!	“Alert!”
6	–	“Who goes there?”	“Weapon in hand!”	“Weapon in hand!”	“First warning!”
4	“Who goes there?”	–	“Who goes there?”	–	“Who goes there?”
1	“At ease!”	“At ease!”	“At ease!”	“At ease!”	“At ease!”

OPPOSITION INFLUENCED BY DISCIPLINE

When Discipline prevails, there is no room for intruders or rioters. Well organized, the disciplined NPC know how to call reinforcements and face the threats.

	OUTDOOR		INDOOR		MIXED
TL	**Passers-by**	**Official forces/rascals**	**Guards**	**Inhabitants**	**Creatures**
13	“In the name of the Duke!”	“In the name of the Duke!”	“In the name of the Duke!”	“In the name of the Duke!”	–
10	“Attack!”	–	“Action stations!”	–	“Attack!”
8	–	“Weapon in hand!”	–	–	“Action stations!”
6	“First warning!”	“Alert!”	“Alert!”	–	“First warning!”
4	“Who goes there?”	“Who goes there?”	“Weapon in hand!”	“Weapon in hand!”	“Who goes there?”
1	“At ease!”	“At ease!”	“Who goes there?”	“At ease!”	“At ease!”



The Rules
CONFRONTATION

Parrying a scimitar blow, Malldorn tried to calm down. The lights of dawn dimly colored the ruins around him and nevertheless it seemed to him that the day had been going on for ever. How the devil had he got himself into this awkward position? The goblin engineer: Cystolite, whom he nicknamed Cystitis to taunt him. The meeting in a wasteland of the Muck ... The exchange of the machine plans for all this gold.

Letting out a roar, he managed to intimidate his assailants, which bought him enough time to climb a heap of rubble. Pulling a pistol his boot, he got rid of the closest of his pursuers with a spray of lead. Malldorn was a hardened fighter, but the situation became intolerable. If only he could reach their leader: damn Hefn. Hefn had sworn to have him dead and he was manifestly planning to keep his word. Countering and striking back, soaked in sweat, the fencer was in a bothersome posture. An arrow hit suddenly the throat of one of the swords-men who collapsed. Malldorn sketched a smile: Sylfaën had just entered the mortal dance and the elf would quickly restore the balance to the fight.

– Hefn, he shouted while disengaging. Be prepared to meet your ancestors!

Hefn, observing the scene at some distance, just raised his hand. A massive shape in armor appeared then from the shadows, stopping Malldorn's rush. An ogre had just appeared, holding a battle-axe in his enormous fists. Grumbling with excitement, he took two steps and brought down his weapon on poor Malldorn. Closely avoiding the blow, Malldorn rolled on the ground and stood back up, mud streaming from his clothes. Do not panic, you must not panic. Drawing a deep breath, he controlled himself; feigning assaults allowing him time to recover. The following blow tore away pieces of his leather jerkins. The ogre had such a great reach, that he could hardly be worried and Malldorn was exhausted. He concentrated on his breath, analyzing the steps of his opponent to anticipate his next attack. Moving back a step, he felt the wooden planks of a fence against his back. A huge arms fell with a moan, an arrow struck the monsters breastplate. But Sylfaën arrows could not pierce the heavy armor of his opponent. The ogre lunged abruptly, surprising Malldorn who desperately tried to avoid the blow. Thrown of balance by the violence of the attack, he caught his foot in a beam and tripped, letting go of his weapon. Stunned, he tried to get back on his feet. The ogre stood over him, both hands raised above his head, well decided to finish him off. Malldorn felt himself go; strangely serene, waiting powerless for what was going to happen.

The fence behind him was blown asunder, knocked down by a roaring mass of muscles which threw itself at the ogre, crashing straight into him. The ogre was only able to take one step back once before receiving the charge. The impact made him vacillate and he fell, his skull split in by an uneven blade even before the body hit the ground. His attacker, a Wolfen with the blue fur turned to Malldorn grumbling:

– Didn't even have time to digest my grub!

Malldorn got up with difficulty, shaken by a nervous laughter.

– It is indeed the first time I am glad of the depth of your sleep Uhriak.

Picking up his weapon he walked quietly up to Hefn who tried to free himself from his leather tunic, nailed by an arrow to a wooden beam. Feeling the edge of his blade, a wide smile crossed his face: this day was going to be beautiful...

COMBAT

Combat is an intense moment. To overcome an opponent doesn't always mean the death of one of the protagonists. It is indeed possible to diminish an enemy without having to kill at all. Due to the violence of the blows, their frequency and the pain of a wound, combat is rarely a static situation!

Rules governing a combat are those of an opposition. However, the particular mechanisms of combat are explained in this chapter.

CAUGHT OFF GUARD

The characters involved in an opposition and who are not still aware of it. To determine if it is the case, rules explained here are used. Even though this is the Confrontation chapter, these rules are meant to be applied during any opposition. If they are placed here, it is because traditionally, most of the role playing games deal with surprise when dealing with combats.

Examples:

- *A guard watching a door does not suspect that an assassin is about to knife him silently;*
- *A young lady does not imagine that her companion is extorting information form her;*
- *A soldier who has just escaped the explosion of a shell bomb does not perceive an enemy throwing himself at him.*

Who is surprised?

Surprise is appreciated differently according to the characters involved in an opposition. For each of them, it is necessary to ask the following question: "does he know that he is involved in an opposition?". It doesn't matter much if the character (or the player) is mistaken about the nature of the opposition; he knows that a situation of tension exists and is ready to face it (the player might explicitly have to say that his character is being cautious). However, this question hides many others.

- **Does the character perceive a danger?** The examination of the game board and the use of the rules of perception allow to answer this question (notably the presence of potential enemies). It is important to remember characters who made the effort to be stealthy (see. Exploration).
- **Is the character aware of belligerent intentions?** Even though he sees opponents, a character is caught off guard if he does not consider the latter as belligerent. The rules of influence (see. Interaction) play here an essential role.

A single answer "no" to any of these questions is enough to generate a surprise. A surprised character does not participate actively in the opposition, he is an easy prey! He continues "to take care of his own business" carrying out his daily tasks, without distributing any die in his AP or his RP.

At the beginning of the following round, and in all the following rounds, the GM determines if the characters surprised in the previous round are still considered as caught off guard. A character who is not surprised any more can use normally all his Potential.

Deployment of PC

The characters who are displayed first are those who are surprised. Then, other players arrange their miniatures.

The characters are displayed in the order of their default attitude (chosen at the beginning of game). Every player displays the miniature of his character according to the following indications:

- The GM indicates to the player the square which corresponds to the place where was standing the character before the scene simulated by the game board began.
- The player can place his miniature on this square or on a nearby square. He cannot however display it on the other side of a partition regarding the square of origin.

If it is not possible to identify the location of a character at the beginning of the scene, the players take as marker his last known location. If it is still not possible, the square of origin of the character is a square neighboring one of those occupied by the miniatures of his neighbors (around the gaming table).

Deployment of NPC

Following the same rules or the indications of the scenario, the GM displays miniatures corresponding to NPC involved in the situation and who are spotted, localized or identified (see further). If the GM trusts his players, he can also display the miniatures of the stealthy or "spotted" NPC, to be able to manage more easily their actions and their reactions.

As a rule, the passers-by and the powerless witnesses of the scene are not represented by miniatures.

THE WIELDING OF MELEE WEAPONS

In a melee, the difficulty of most of the actions of confrontation is equal to the Defence of the target. The DEF is equal to OPP + 1 of the target, and modifiers can be granted depending on circumstances. Such modifiers are still added if a reaction is used to replace the default DEF. Besides, if the target of the attack uses the Ability Parry/SLE, its DEF is increased by as many points as the parry bonus of the parry weapon used.

When a character is hurt in a melee or when his opponent forces him move back with an adequate action, the POW of the fighters are compared. If the POW of the attacker is superior to that of the defender, the latter stumble back a number of squares equal to the difference between both POW, free of charge. Should the opposite occur, no movement takes place.

If moving backwards is not possible, the fighter who had to move back suffers a damage roll the POW of which is the number of squares remaining from the backward move.

It is possible for a backwards movement to lead to a fall. In that case, the damage roll due to the backward move is **replaced** by the height of the fall (see further).

DEFENSE MODIFIERS

IN CONTACT	
SITUATION	DEF OF THE TARGET
Lower SIZE Target than the attacker	+ 1
Same SIZE Target	+ 0
Superior SIZE Target than the attacker	- 1
Blow dealt with an untrained limb (Left hand for the right-handers)	+ 2
Grounded target	- 2
Target behind an obstacle	+ 1
Use of a parry weapon	+ parry bonus

AT RANGE	
SITUATION	DEF OF THE TARGET
Short range	4
Medium range	6
Long range	9

TARGET...	DEF OF THE TARGET
SIZE 1	+ 3
SIZE 2	+ 1
SIZE 3	0
SIZE 4	- 1
SIZE 5	- 3

THE WIELDING OF RANGE WEAPONS

During the resolution of an attack from a range, the difficulty is determined by the distance from the target, as indicated in the table opposite. Besides, at range, the only authorized parry weapons are shields. If such an action targets a fighter standing nearby another one, it is possible that the projectile does not hit its target but its neighbor. The action is solved normally. If it is a success, 1d6 is rolled. On a result from ⚀ to ⚂, the projectile hits a nearby target; on ⚃, ⚄ and ⚅, the initial target is hit.

If the notions of reach, squares in contact and zone of control are important in melee, it is not the case for attacks at range. The contact is indeed replaced by the range of the attack. It is determined ...

- By the shooting weapons for the shots;
- By the throwing weapon and Size for a throw.

In no way, does a character control all the squares within range of a shot with a range or a throwing weapon. Only squares in contact are effectively controlled.

- A character having a throwing weapon can thus exercise a zone of control as if he used this weapon in a melee. He can so choose to use it as a ranged weapon (if a target is within firing range) or a melee weapon (if an enemy miniature is on a square in contact).
- A character having a shooting weapon can exercise a zone of control with a reach modifier not based on this weapon, but his natural weapons.

FEAR

Whether it is in the heart of battle of the Rag'narok or in the dark alleys of the City of thieves, fear insinuates deep into the heart. Nobody feels at ease in front of the aggressiveness of the Wolfen or of the empty orbits of the living-dead of Acheron. And nobody undertakes to explore the underground passages of Cadwallon with glee in mind.

This section explains rules simulating the unreasonable fear which even the bravest adventurers feel at least once in their life. It articulates around FEAR and around the notion of rout. A character can resist both thanks to certain Abilities, such as Intimidate/PUG, Command/DIS, Meditate/SLE and Fanaticize/ELE. All who generate fear, or terror, are considered "frightful".

Note: *These rules are meant to be applied during an opposition. However, in other situations, the characters can still feel fear. The GM is invited to stage it: NPC look away when a dwarf of Mid-Nor enters an inn, nobody wants to dance with the Wolfen courtier, etc.*

WHO IS FRIGHTFUL?

Aarklash shelters very different races. The representatives of some of them are so massive, bizarre or ugly that they frighten the others. It can be natural or the consequence of an action, a spell, a miracle, etc.

Naturally

A character is naturally frightful if he is Wolfen or if he comes from Spider or Hydra culture. Also, some creatures are naturally frightful, such as skeletons or *Formors*.

The frightful characters have a FEAR level equal to PUG + 1. This value can be increased by facts and moves. Notably, when a game effect allows to generate FEAR, this new value substitutes itself to the FEAR of the character, in the same way as a final result of a test of Dodge/SLE substitutes itself to the Defence of a character. However, increasing one's natural FEAR causes an increase of the threat level.

Fear radiates from these individuals in a permanent way. So, even the good friends of a dwarf of Mid-Nor do not succeed in detailing the sowings which wind over his ragged body. However, this (natural)

HAUNTED HOUSES, PITCHED BATTLES AND GLOOMY CEMETERIES …

Certain situations seem so dangerous or disturbing that they are a challenge to everyone: pitched battle, magic manifestation, and so on. Also, certain places, such of the cemeteries, haunted houses or temples dedicated to Darkness are terrifying for those who visit them and who are not used to them.

These situations are managed by the threat level and not by this chapter. When a PC penetrates into a frightful place, apply the following rules.

TL + 1: This increase corresponds to frightful situations and places, but which are not based on the mystic elements of Aarklash;

TL + 2: This increase corresponds to the frightful manifestations of the magic of Aarklash, the gods and the Immortals.

No doubt that when the TL gets closer to 13, the players become more nervous, and their characters also. It's the same for NPC: some levels tables mention the behavior "Flee you fools!", thus simulating the fear to which NPC can give in. The tables which do not indicate it concern NPC too stupid, aggressive or devoted to flee. However, even these NPC can be put in rout by the use of the rules of interaction, notably by the Ability Intimidate/PUG or by a naturally frightful character.

fear affects only the characters within the frightful character's reach.

Besides, FEAR never allows to gain IP since its automatic nature does not allow to use it to serve an intrigue (or a plot). It allows to resist terror; a frightful character can always use his FEAR, modified or not, to resist to the FEAR of others.

Punctually

The rules of interaction allow a character to obtain temporarily a FEAR level. This one affects targets concerned by the action, but they can be out of reach. It allows to obtain IP, even if it substitutes itself to a natural FEAR. Apart from these exceptions, all the rules concerning fear apply to the effects of Intimidate/PUG. On the other hand, FEAR generated thanks to a spell, a miracle or a machine can have the effects described above or duplicate those of natural FEAR. The description of the game effect clarifies this point.

WHO IS FRIGHTENED?

A character can be frightened when he is within the reach of a naturally frightful character or when he is the target of an action generating FEAR. In the first case, he has to perceive the frightful character, but is affected by fear even if the latter does not perceive him. In the second case, he must be perceived and targeted by the character doing the action.

During one's game turn

When a character wants to penetrate the reach of a naturally frightful character, he has to test against the FEAR which emanates from the frightful character. If his Mastery is strictly lower than the FEAR, he is unable to move. His action is interrupted and dice spent for it are lost. If his Mastery is sufficient, he can make his movement normally.

Certain actions increase the Mastery of a character in order to resist FEAR. The effect of these actions persists till the end of the round. However, a player can never be sure that the Mastery of his character is sufficient before declaring the movement.

During someone else's game turn

A character can be afraid out of his turn if it is the target of a frightening action or if a frightful character gets close enough to wrap him within his reach. In both cases, he can choose a reaction to increase his Mastery against FEAR.

If, finally, this value is strictly lower than the considered FEAR, the character is in rout. However, a frightful character can always come in contact with an opponent who resisted FEAR.

The Abilities allowing to increase Mastery against FEAR using a reaction mention it in their description.

Shake off the fear

When a character triumphed over the natural FEAR of someone else, he is immune to this character's FEAR till the end of the opposition. This immunity works even if his Mastery decreases. On the other hand, if the frightful character increases his FEAR, the immunity is not valid any more.

Also, good friends are less prone to be afraid of one another. When a character tries to resist the fear caused by a contact, he benefits from + 2 to his Mastery to resist FEAR if the Intimacy level of the relationship of both characters have the same value. The same goes for members of a same league or a same organization.

THE EFFECTS OF FEAR

No matter the scenario, when a character gives in to fear, he is considered in rout. Should the opposite occur, he «controls» the situation.

Rout

This state implies all the following effects:

- The player cannot place more dice in his AP than in his RP;
- The character cannot carry out any moves of incantation or divination;
- The character cannot use any range weapon;

ADVANCED OPTION: FEEL THE FEAR

Very often, characters are afraid of what they see. However, fear insinuates itself into the heart of the adventurers. So, when he describes what frightens the characters, the GM is invited use all the senses:

- **Hearing:** An inhuman growl, a shriek of terror, a metal rustling or a vile gurgling;
- **Smell:** The decay, the smell of a corpse, of a Wolfen, of burned flesh;
- **Touch:** A sticky and viscous liquid, purulent skin or covered in scales.

Repetition and routine are the worst enemies of anguish and fear. By varying his descriptions as often as possible, the GM preserves the advantage of surprise and fear.

- The character cannot carry out any moves with Command/DIS;
- The character cannot set gambles anymore.
- The character undergoes one of three effects of rout (flight, traumatism or frenzy);
- Finally, rout prevents a NPC from shouting (to increase the TL).

Unless the character is rallied, the rout continues till the end of the opposition.

Flight

Flight has different effects according on the moment at which the rout occurs:

- **Out of the frightened character's turn,** the player has to spend at least a die of RP to make an exceptional movement (see. Movement). He can spend more than one, but has to announce this spending before the user (player whose turn it is) resumes the normal course of his turn of initiative;
- **During the character's turn,** the player has to spend at least a die of AP to get out of reach of the character who is the source of the fear. Besides, the player has to begin the resolution of his actions with this movement. He is however free to use all means at his disposal, with the agreement of the GM. The character cannot move closer to the source of the fear.

Finally, a character in rout who cannot run away undergoes a traumatism (see. Below).

During the following turns, the player has to continue fleeing the source of the fear. Besides, if an opponent moves in such way that the frightened character is within his reach, the frightened character has to use at least a die of RP to flee, as above.

Traumatism

Faced with terror, the character prefers isolation. The hanging lower jaw, a glassy glance, he falls to the ground, mumbling incomprehensible comments or sobbing.

The effects of traumatism are identical no matter the moment it happens. A traumatized character stops any activity and is almost unconscious of his environment from then on. He can only undertake reactions. However he can be rallied normally.

Frenzy

Rather than sink into the despair, the character is allowed to give in to anger. He shouts and becomes enraged, blood boils in his veins.

A frenetic character still suffers the other effects of rout. But, he cannot choose reactions anymore. As a matter of fact, as long as he has not rallied, he has to target the closest character with a move of confrontation, no matter if the character is an enemy or not.

RALLYING

Once in rout, a character can be rallied in order not to suffer the effects of rout any longer. It requires a successful use of the Ability Command/DIS. If the character is still affected by the source of fear (for example, he is still within the reach of a frightful character), the difficulty of this test is equal to the FEAR. Otherwise, this one is equal to 6 or to the FEAR, the lower of the two. Gambles allow to rally several characters at the same time, by using the highest difficulty.

HEALTH

The wielding of weapons often cause wounds which it is wise to heal.

Health status

The health points of the characters are distributed on a ladder consisting of five levels called health status. Each of them corresponds to a number of health points according to the race of the characters. A character cannot be in two health status simultaneously.

Most of the time, the characters are Unhurt. To know their health after every attack, it is necessary to determine how many health points they lost after a blow, a poisoning, a fall, a spell, a miracle, etc. A character is affected by a health status as soon as the first square of the level is ticked on the character's sheet. If there are no ticked squares, the character is Unhurt!

Every character passes from a health status to the next following the order below, unless receiving a particularly violent wound. Indeed it can happen that certain game effects indicate that a character drops directly to a specific health status without taking into account the losses of health points. In that case, the health points normally lost one by one are lost all of a sudden!

Unhurt: The character is at his best. He is neither sick nor wounded. He is in full possession of his physical abilities.

Lightly wounded: The character has cuts, a sprain or a strain, maybe a big cold or a minor illness, first degree burns. He will survive with rudimentary care.

Seriously wounded: The character has wounds that require stitches, a broken limb or a cracked rib, a disease such as the flu or pneumonia, second degree burns.

Critically wounded: the character's vital organs are damaged, he is sick to the point that his organs deteriorate, victim of a poison paralyzing a vital organ (such as the heart or the brain) or suffers from a muscular paralysis, or shows third degree burns.

Incapacity: The character falls on the ground. He is considered then an obstacle, but his SIZE is considered as being two levels lower than usuall. He loses all his AP and RP dice, does not gain any at the beginning of every round. He cannot choose to undertake any action or reaction. The cause might be pain due to one or several wounds, or even due to fatigue. The pain is so excruciating as the body goes into a comatose state and\or the spirit has given in to delirium. Without help, the character will not survive.

When there are no more squares to tick off, the character dies. As soon as a player loses his character, he has to create a new one to pursue the game. The GM then has to integrate him into the current story. If it is not possible, he can entrust one of his NPC to the player so that he can pursue the game with the other players. A new character will be created as soon as the GM will be capable of introducing one into his scenario.

Besides the various health statuses, there is an additional state to simulate the state of shock caused by wounds: **Stunned**. Certain combat actions force to tick this square as soon as they cause the loss of at least 1 HP.

Health affects final results. A character Seriously Wounded, who is suffering from a Serious Wound, cannot act in the same way as someone Unhurt. It is indeed difficult to fight with a fractured arm or to concentrate on the incantation of a spell when the flu. Such states are simulated by penalties deducted from final results of any test.

A **Stunned** character does not benefit any more from the adding rule nor from advantages of a favorable attitude. This penalty disappears if the Stunned character "snaps out of it". **Snap out of it is a fact favored by Pugnacity.**

DAMAGE ROLL

Some actions can lead to the loss of HP. If such actions are successful, a damage roll is then required.

For that purpose, the player whose character hurts an opponent, rolls as many d6 as the power (POW) of his attack. A Damage coefficient (DAM) is added to the final result of this roll. It depends on the weapon and the possible gambles taken. If the one who takes the blow wears an armor, the armor is associated to a Protection (PRO) which is deducted from the final result of the damage roll. The victim of a damage roll loses as many health points as this total. The concerned player thus ticks as many squares on his character's sheet and defines his new health status.

Example: *A Wolfen is a character of large size (SIZE 4). He thus has four health points for each health status. He loses three. The player ticks then three HP squares on his character sheet. The Wolfen has only a Health point left before being lightly wounded*

UNhurt	■■■☐
Lightly wounded	☐☐☐☐
Seriously wounded	☐☐☐☐
Critically wounded	☐☐☐☐
INCapacitated	☐☐☐☐

The fight goes on. The Wolfen receives two blows which cause him to lose three HP and four HP. The player ticks then as many squares HP.

UNhurt	■■■■
Lightly wounded	■■■■
Seriously wounded	■■☐☐
Critically wounded	☐☐☐☐
INCapacitated	☐☐☐☐

The new health status of the Wolfen results from these two losses of HP.

HEALTH STATUS (#)

HEALTH (#)	WOUND	WOUND PENALTY
Unhurt	none	0
Lightly Wounded	Light Wound	1
Seriously Wounded	Serious Wound	2
Critically Wounded	Critical Wound	3
Incapacity	Incapacitated	(4)

We distinguish two types of damage roll.

- **If the wielded weapon is a melee weapon,** the POW of the attack depends on the race of the attacker and only the die with the best result is kept. If the attacker is a Born Killer, he adds the two better results of his die roll.
- **If the wielded weapon is a range weapon,** the marksman rolls a number of d6 depending on the weapon and keeps only the best result. If it is a firearm, the two better results are added.

Damage roll:
STR = (POW) d6 + DOM

WEAPONS	POW
Natural weapons	**according to the attacker**
Melee weapon	**according to the attacker**
Throwing weapon	**according to the thrower**
Missile weapon	**3**
Mechanical weapons	**4**
Firearms	**5**

Examples:

- *An orc free leaguer strikes a Cadwë militiaman with a sword. Due to his race, his POW is equal to 4. The player thus rolls four dice and gets ⚁, ⚁, ⚃ and ⚄. He keeps ⚄ to which he adds DM of his sword, 2, for a final result of 7.*
- *A marksman of the Guild of Usurers shoots at a free leaguer, and hits. The POW of a firearm is equal to 5. The GM thus rolls five dice and gets ⚂, ⚂, ⚃, ⚅ and ⚅. As it is a firearm, he can keep two ⚅. Besides, thanks to the adding rule, each of these ⚅ is worth 7. The suffered wound is thus worth 14 points of damage.*

Withstanding

Certain individuals are particularly resistant. The wounds which they suffer are less important because they are given a Withstanding level (WIT). The WIT indicates the number of d6 which are ignored on the roll of a damage roll after the d6 were rolled. D6 ignored thanks to the Withstanding level are always the best.

If the Withstanding level is superior or equal to the d6 rolled, consider that the final result of the damage roll is 0.

Example: *Free leaguers are facing a creature with a Withstanding level of 1. Thus they will have to ignore the best die of their damage roll. Thus, if a ⚃, a ⚅ and a ⚅ come out on a damage roll, the GM could force them to ignore one ⚅. The reserved result would thus be 6 and not 7 (due to the adding rule).*

Special Wounds

The fights are not only way of suffering damage. The other cases can be gathered in categories which share common points.

- Penetrating damage requires a damage roll for which the X first points of PRO are ignored. If X is Ø, ignore the protection.
- Lethal damage require a damage roll for which the X first points of WIT are ignored . If X is Ø, ignore the WIT.

Examples:

- *It is a extremely cold evening in Cadwallon. A free leaguer in a knight's armor (PRO 7) thus suffers a wound due to the cold with a POW of 1d6 (Penetrating/0). The GM gets ⚂. In spite of the protests of the player, the free leaguer loses three health point, because the damage roll ignores the seven points of PRO.*

- *A particularly resistant creature (WIT 2) was not able to eat for five days. Thus it suffers a wound POW 2d6 (Lethal/1). The GM rolls the dice and gets ⚃ and ⚄. As a rule, the WIT 2 of the creature would allow him to ignore both dice, but this WIT is decreased in a point because of Lethal / 1 of the wound. The creature thus loses four health points.*

Besides, certain sources of damage impose wounds which are directly expressed in terms of health status. They thus have no potential of damages, but a health status. In that case, the wounded character sees all his HP squares ticked until the preceding health status + 1.

Example: *A Wolfen (SIZE 4) having already lost two HP suffers an automatic critical Wound. Here is his new health status.*

UNhurt	■■■■
Lightly wounded	■■■■
Seriously wounded	■■■■
Critically wounded	■□□□
INCapacitated	□□□□

Worsening of wounds

A wound which is not stabilized by means of a test of Heal/DIS gets worse over time time. As long as his state is not stabilized, the character loses as many HP a day as the wound penalty due to his health status. To stabilize a character, testing Heal/DIS (4 + health penalty) is enough.

When he is stabilized, the character can get back his health points of two ways: patience allied to natural healing and medicine (see farther).

NATURAL HEALING

All living creatures gain back forces over time naturally. They just need to survive their wounds. However, the most serious wounds still require a medical intervention. The character has to be in a stable state (see higher) to benefit from natural healing.

At the end of the time required by the natural cure (time exclusively dedicated to resting), the character sees his health status decreased by one level of gravity. This period is indicated in the table opposite.

Example: *A Critically wounded character becomes Seriously Wounded after three weeks and lightly wounded after two more weeks, for a total of five weeks of rest.*

The living creatures with the distinctive feature «Regeneration / X» benefit from a supernatural rhythm of recovery. When a character gains back a health status, he gains the number of necessary HP lost to arrive to this health status threshold per level.

Example: *: the Wolfen of the previous examples came out Critically wounded from his combat. His group is isolated in an underground passages of Cadwallon and the members decide to wait for nature to do its work..*

UNhurt	■■■■
Lightly wounded	■■■■
Seriously wounded	■■■■
Critically wounded	■■■□
INCapacitated	□□□□

One of the free leaguers bandages the wounds of the Wolfen so that they do not worsen. After three weeks, the Wolfen wins back a health status. Three weeks later ...

UNhurt	■■■■
Lightly wounded	■■■■
Seriously wounded	■■■□
Critically wounded	□□□□
INCapacitated	□□□□

MEDICINE

Medicine is supposed to complete natural healing. It is important to make the distinction between medicine and the alchemical sciences developed by Scorpions. They are so advanced that their knowledge is beyond a regular doctor's understanding.

Appropriate care does not remove wounds immediately. Care shortens the time needed for the cure, as long as the patient avoids combat, infiltration or exhausting rituals ... If he suffers more damage, the care period has to start all over again.

It is impossible to look after oneself. The only Ability which can be used to cure a character is Heal. A test of Heal/DIS (6 + health status penalty) allows to reduce the natural healing time. A test is required at the end of every healing period. If the test is a success, the time for which the wounded character has to wait before the end of the current period of convalescence is divided by two.

CURE AND MEDICINE

HEALTH	NATURAL CURE
Unhurt	1 hour
Lightly wounded	1 weeks
Seriously wounded	2 weeks
Critically wounded	3 weeks
Incapacitated	4 weeks

Note: *Recovering a perfect health thus requires ten weeks.*

FACE THE SCENERY

In the city of thieves, fights take place very often among many obstacles: barrels, wooden boxes, low stone walls, etc. some fighters by-pass such obstacles, the others smash through them!

When a character targets an element of scenery or an object with an action of confrontation, the test is normally solved. The Defense of the target is equal to 0 in a melee, but can be modified as usual. If a range weapon is used, the Defense is determined as if it was a character.

If a damage roll is imposed on the object or on the element of scenery, this roll is resolved as usual. Objects are all defined by two values:

- **The protection (PRO)** works as if it was armor;
- **The Solidity** is graduated by structure points (SP) and «health» status which work like those of the characters.

So, the state of objects is measured using five levels:

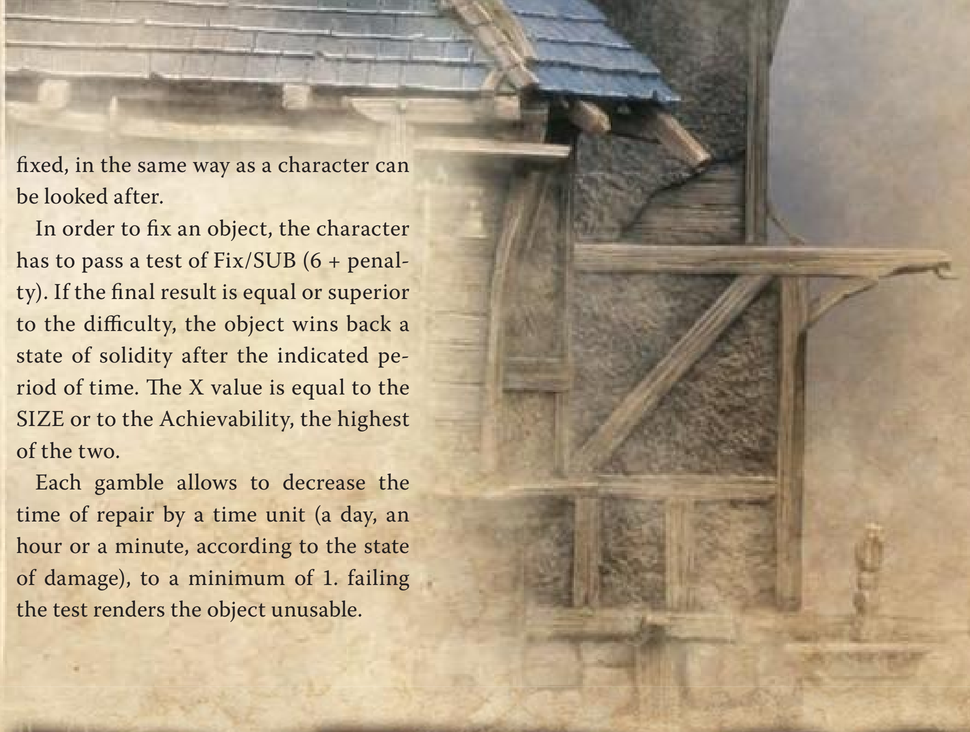
- **Intact:** The object possesses all its structure points, it is brand new;
- **Dented:** The object has some marks, its various parts are slightly loose;
- **Damaged:** The object is apparently damaged, it does not work properly anymore. The Cadwë usually replace or fix such objects for obvious safety reasons;
- **Failing:** Destiny alone prevents the object from falling apart, it crumbles, shakes or smokes;
- **Unusable:** The object does not work anymore, it cannot be used by a character anymore.

A partition or a door which reaches the Unusable state does not hamper movements anymore: the wall falls apart, the door is kicked out of its hinges. Any object or element of scenery which loses its last structure point is definitely destroyed. it cannot be fixed anymore.

An object or an element of scenery damaged imposes penalties to its user, as indicated in the insert opposite. It does not need to be stabilized, but can be fixed, in the same way as a character can be looked after.

In order to fix an object, the character has to pass a test of Fix/SUB (6 + penalty). If the final result is equal or superior to the difficulty, the object wins back a state of solidity after the indicated period of time. The X value is equal to the SIZE or to the Achievability, the highest of the two.

Each gamble allows to decrease the time of repair by a time unit (a day, an hour or a minute, according to the state of damage), to a minimum of 1. failing the test renders the object unusable.



SOME TYPICAL OBJECTS

OBJECT	SIZE	PRO	SP
Wooden weapon	[SIZE of the user] -1	4	10
Iron weapon	[SIZE of the user] -1	7	10
Leather armor	[SIZE of the user]	4	15
Metal armor	[SIZE of the user]	7	15
Chain	1	7	5
Wagon	4	4	30
Chest	2	8	5
Brick Wall	3	6	15
Wooden door	3	4	15
Iron door	3	8	15
Lock	1	7	5
Tent	4	0	15

MATERIAL	PRO
Tissue	0
Wood, leather	1-3
Brick	4-6
Metal	7-10

SIZE	SP
Very small size	5
Small size	10
Medium size	15
Large size	20
Very large size	25

DAMAGED OBJECTS

STATE	PENALTY WHEN USED	TIME OF REPAIR
Intact	0	X time
Dented	-1	X/2 hours
Damaged	-2	X hours
Failing	-3	X/2 days
Unusable	(-4)*	X days

(*) : *As a rule, a “unusable” object cannot be used anymore.*

SOURCES OF DANGER

Hardship

Hunger and Thirst are the common lot of adventurers. Sooner or later, They all know the tortures of hardship. On the other hand, everyone doesn't have the same tolerance over time on this particular point. After an initial period of time, every additional day of hardship leads to an escalation of the damages suffered.

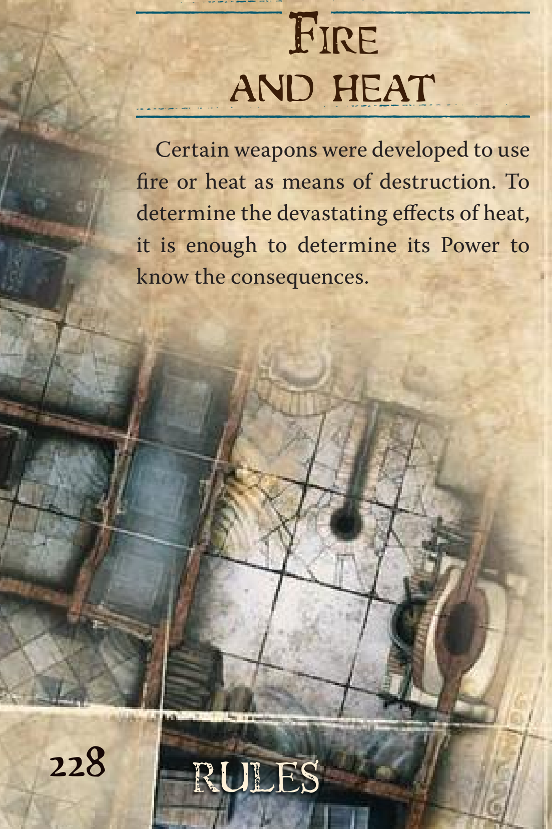
- The initial period of time for **thirst** is two days without drinking (Damage: 1d6 + additional 1d6/day without drinking).
- The initial period of time for **hunger** is three days without eating (Damage: 1d6 + 1d6/two additional days without eating).

No armor can protect from damage due to hardship.

Example: *A period of three days spent without eating nor drinking leads to a damage roll of 3d6: 1d6 for having stayed without drinking for two days, 1d6 for the third day and 1d6 for having stayed without eating during three days.*

Fire and Heat

Certain weapons were developed to use fire or heat as means of destruction. To determine the devastating effects of heat, it is enough to determine its Power to know the consequences.



Cold

Extremely low temperatures are dangerous for living creatures. poorly equipped characters facing the cold can loose fingers, toes or even their life to it. The dullness of the limbs is one of the first factors which is often followed by a fatal slumber.

The period of time for the damage roll due to the cold is expressed in hours if the character is not equipped against the cold, in days if the character is correctly equipped with fur, anti-frostbite grease...

Falls

Explorations and confrontations on unstable or mobile surfaces are some of the many events during which the characters might fall and injure themselves. The main factor determining the damage roll of a fall is height. Wearing armor worsens the consequences of a fall.

If an action or a reaction leads to the fall of a character, the action is ended at once. Henceforth consider the character as stretched out on the ground. **"Get up" is a style fact.**

Drowning and Asphyxiation

Rare are the characters who know how to swim. Rarer still are those who can resist a noose.

Diseases

In a world where hygiene is not a widespread concept, it is difficult to save oneself the concern of illness. The hazards are numerous and various. The conditions of circulation are left to the GM to determine.

Every disease has a duration of infection which is divided into periods. At the beginning of every period, it is necessary to make a damage roll and as long as this period is not finished or that the disease is not taken care off.

No armor can protect from damage due to diseases.

CURING A DISEASE

The more the illness is serious, the more it is difficult to determine the nature and the consequences of a disease since they are so overwhelming for the patient. To be cured, a disease must be diagnosed. These two actions are managed by the same Ability: Heal/SUB.

The character who gives the diagnosis can be different from the one who will heal the patient. This action cannot be undertaken during an opposition. The diagnosis of a disease is simulated by a test of Heal/SUB (5 + health penalty).

Once the illness was diagnosed, the cure in itself can take place. The healer has to follow his patient by visiting him every day of the convalescence to take care of him. These repeated visits are part of a count down, held by the GM, of the time thus spent, as well as the purchase of medicinal herbs and\or potions and thus the cost in ducats.

Poisons

To kill in a disguised way is a difficult art. Numerous assassins resort to all sorts of methods to honor their contract. One of the most insidious is poison. The complete rules concerning the preparation, the use and the effects of poisons are detailed in the Revolution chapter.

Explosions

Powder, Naphta and Steam were major discoveries as means of destruction in particular when confronted with fortifications. Fortified walls do not resist long against a bombardment of war machines. However, these elements are unstable... The explosions have a radius of action which is determined by the final result of the damage roll expressed in squares. However after the first square, the damages are reduced by a point per square.

SOURCES OF DANGER

HARDSHIP			
TYPE	INITIAL PERIOD	PERIOD OF HARDSHIP	DAMAGE ROLL
Thirst	2 days	1 day	+ 1d6
Hunger	3 days	2 days	+ 1d6

Type: Lethal/1, Penetrating/Ø

FIRE AND HEAT	
INTENSITY	DAMAGE ROLL
Torch	1d6
Bonfire	3d6
Inferno	5d6
Volcanic furnace	7d6

Type: Lethal/1, Penetrating/Ø

EXPLOSIONS	
QUANTITY	DAMAGE ROLL(*)
Powder cone	1d6
Grenade	3d6
Powder keg	5d6
Barrel of powder	7d6

Type: Normal

COLD	
TEMPERATURE	DAMAGE ROLL
Less than 5°C	1d6
Less than 0°C	2d6
Less than -10°C	3d6
Less than -30°C	5d6

Type: Penetrating/Ø

DISEASES	
SERIOUSNESS	POTENTIAL
Mild	1d6
Contagious	3d6
Virus	5d6
Epidemic	7d6

Type Penetrating/Ø

FALLS	
HEIGHT	DAMAGE ROLL (*)
< 3 m	1d6
De 3 à 5 m	3d6
De 5 à 7 m	5d6
> 7 m	7d6

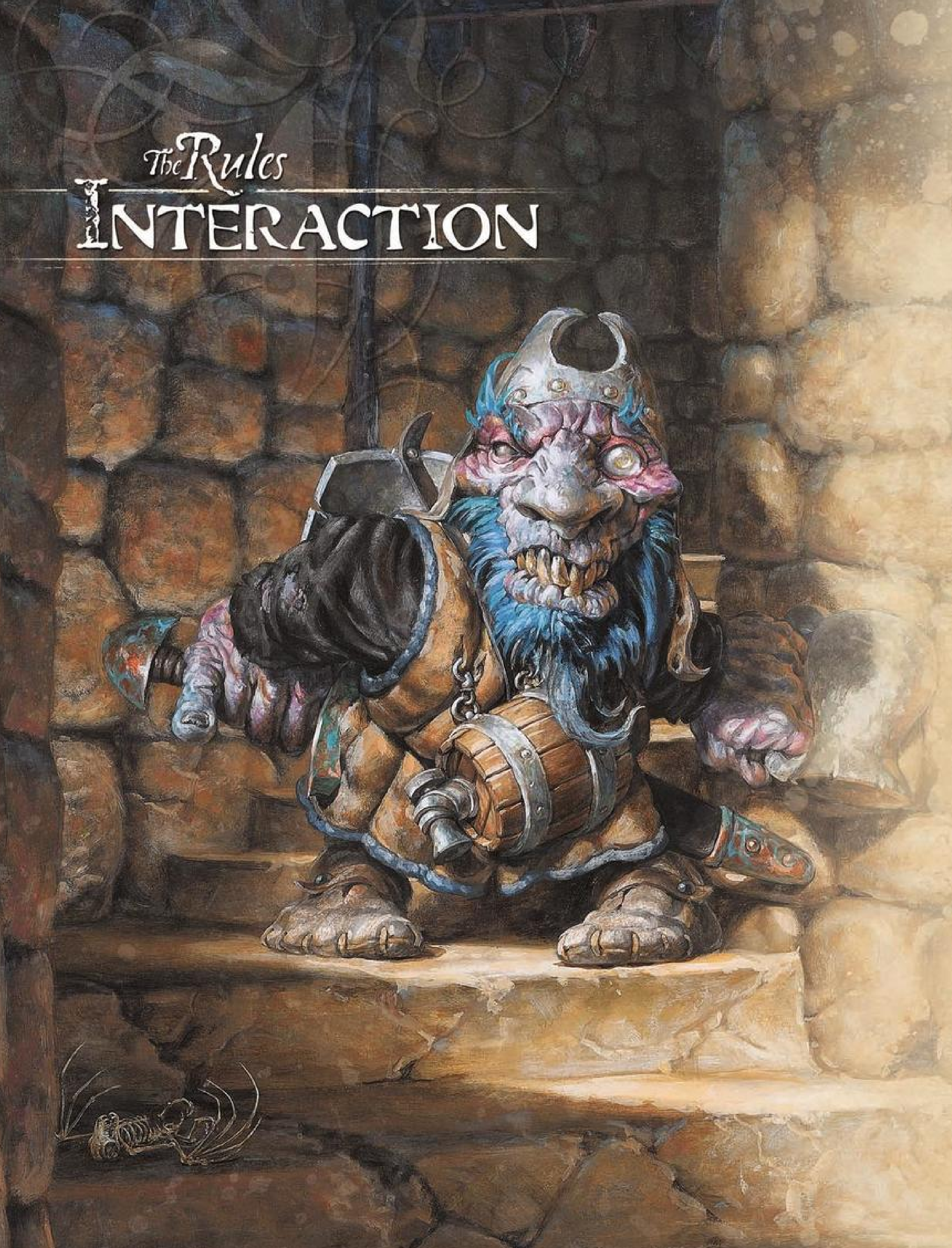
Type: Penetrating/Ø
Care: Heal, Operate
(*)**:** *The PRO value of a metal armor adds to the final result of the damage roll if such equipment is worn.*

DROWNING AND ASPHYXIATION	
PERIOD	POTENTIAL
1 round	1d6
2 rounds	3d6
+ 1 round	+1d6

Type: Penetrating/Ø

The Rules

INTERACTION



A loud shout was suddenly heard coming from the entrance. The double door opened wide, pushed by two nasty looking men at arms. A hooded figure advanced slowly, shrouded in an intimidating silence. My father, once the first moment of surprise past, got up and invited the mysterious silhouette to sit down. The stranger revealed then an emaciated face and, breaking the silence, addresses me in a sweet voice:

– You must be the young Issïan, I am delighted to meet you.

Then, turning to my father, the man spoke in a threatening tone.

– Belnarsin, dear friend. I wanted to know how your family was doing.

My father cleared his throat before answering.

– Business is quite fruitful as I had foreseen it, but I am surprised that you are not accompanied by dear Ororn with whom I handled a minor deal.

A carnivorous smile crossed the stranger's face.

– Ororn is... unwell. He sent me to settle this insignificant story without further delay.

– The agreement stipulated that I had to hand back the item this evening, answers my father. Thus I still have a little time left.

The stranger stood up and raised his voice.

– I truly doubt that the few hours until nighttime will allow you to gather what is needed to fulfill our expectations.

Getting up, he came towards me and caressed my forehead.

– But I see the loyalty in your son's eye. I am thus going to wait with you till midnight. If unfortunately you cannot satisfy your commitment, I shall act in consequence, he added of a sweet tone.

My father stood up and pulled the silk cordon to calls the servants.

The stranger stepped towards him, seized him abruptly by shoulders and shook him violently.

– You do not seem to understand, Belnarsin. Your house is empty, your servants left and I...

– Your infusion, master.

The voice was that of a small scraggy man carrying a silver tray and two smoking cups. A few drops of blood oozed from a cut stretching across his forehead, but he managed a wide smile... His was my father's weapon bearer.

– Lets calm down, my father resumed. Let us converse while sipping this excellent desert root beverage.

Bewildered, the stranger sat down again and drank mechanically the cup which was presented to him. Then, my father got up and, turning his back to his interlocutor, went to his desk.

– I had foreseen the impatience of yours. Here is the sum corresponding to our affair, increased as agreed. Know that I always pay my debts!

The stranger quickly left squeezing nervously the casket which my father had put into his hands. Without a glance for the bodies of his henchmen lying in the hall, he opened the door and disappeared in the dark street.

My father bent then towards me and put his hands on my shoulders.

– My son, it is time for you to learn the game of intrigues of this city. This man is a Usurer to whom I was in debt. But he committed two mistakes. He tried to betray me in order to steal what is mine and dared threatening you, a trueborn, offspring of my flesh. But in his blood already flows the poison of my revenge. He drank this mortal beverage to which I have become used to over the years. You are thus going to follow him and leave this on his corpse.

He hands to me a small purse closed by a red leather lace.

– By seeing you, his master, who knows the price of every thing, will recognize the price of his miserable messenger's life.

Lesson one,
Excerpt from Memories of Issïan Unurius,
Member of the guild of Goldsmiths.

CONTACTS

Any Cadwë develops over his adventurous life precious relations in the Free City. Some people can provide information concerning guilds or mysteries of Cadwallon, others know a lot about events and the celebrities of their fief. Relations benefit everyone depending on their wealth and their knowledge, thus earning them favors or debt clearings. Old relations will be lost and new ones will be made, only remains this certainty: without relations, the free leaguers are like madmen knocking on doors, to which they will never have the keys.

To obtain and maintain these useful relations, free leaguers participate in numerous exchanges, in discussions, plots and intrigues. This chapter details the rules which simulate relations and social interactions.

The free leaguers can turn to their contacts, whoever they are, at any moment of their adventure, as long as the GM considers the said contact accessible... It is one thing to know Mercy or the Harlequin, it is something else to be able to meet with them in due time.

NATURE

All relations are not equal. To represent this, an attitude is always associated with a relation. It is referred to as the nature of the relation. Thus it is not the attitude of the contact, but the way this relation is staged. The same contact thus has a reference attitude and linked to characters evaluated using values which represent attitudes. The nature of a relation might not be reciprocal.

- A relation based on **Pugnacity** is passionate and unbalanced. It is based on violent and conflicting feelings: one of the two parties awaits something that the other one is not willing to give. It is often the sign of a former passionate love relation or a disappointed friendship.

- A relation based on **Sleight** is passionate and balanced. It is based on affection or mutual admiration: both parties share the feeling and benefit from it. It is often the sign of sweet love, a sincere friendship or a brotherly link.

- A relation based on **Style** is interested and balanced. It is based on a common ambition: both parties contribute to serve a shared goal. It is often the sign of agents working in good terms.

- A relation based on **Opportunism** is interested and unbalanced. It is based on a well understood interest: one of the two parties clearly takes advantage of the situation but the other one cannot do much about it. It is often the sign of blackmail or a forced relation.

- A relation based on **Subtlety** is intellectual and balanced. It is based on a great mutual understanding: both parties stimulate each other and make the other one progress. It is often the sign of intellectual complicity.

- A relation based on Discipline is intellectual and unbalanced. It is based on a social or moral hierarchy: one of the two parties takes advantage of his authority over the other. It is often the sign of a mentor-disciple relation.

INTIMACY

Most contacts are not brothers-in-arms. Only the most intimate will join the free leaguers in their adventures and will risk their life for them. On the other hand, information is the domain of any contact and it is very well possible that contacts might ask for a payment, in ducats or in services, in exchange for information. This point remains subdued to the GM's appreciation, who still has to refer at the level of Intimacy of the relation.

If the GM persists to refuse to give information held by a contact when this contact could be more accommodating, the player who has him as relation can choose "to twist his arm" or "to burn a contact" (see further).

The level of Intimacy symbolizes the degree of trust existing between a contact and a character. It is determined during the creation of the character and evolves without reciprocity with the actions carried out during adventures.

1: A vague acquaintance, a friend of a friend or the manager of a joint where the character is a regular. He does not know the character well enough to tell him a secret nor risky information, but he informs him gladly about common business or the well-known facts of his domains, especially if he is compensated or rewarded for the effort.

Example: *"Nobody knows for sure where the King of Ashes court is, but it has got to be somewhere in the outskirts."*

2: A business contact, the character neighbor or an old partner. He is capable of revealing information to the character, but he will only do it with caution and only if the contact realizes that giving the information might have good consequences for him. Should the opposite occur, it is necessary to play on the nature of the relation.

3 : A long-time contact or a companion in misfortune. He reveals secrets to the character, but he acts with caution and only if he realizes that the information is important for his interlocutor. He rarely asks for something in exchange. The GM is only judge on the subject.

Example: *"I am not sure of its location. It should be close to rhe Wall of the Earth, but rare are those who discover it over there. In fact, it was spotted in several different places in the outskirts. You should try wandering near the northern extremity of the lower city" he says holding out an eager hand.*

4: Someone close to the character, the member of his family or somebody who owes him a lot. He always delivers all the information he knows and can even, if needed, return a favor to the character by supplying him with something, or cure him, for example. Nevertheless it does not imply that this help is totally disinterested.

Example: *"The Court of ashes is always on the move. It should have been in the close outskirts of the Wall of the Earth South of the lower city, but witnesses also place it in the Westside of the city. In fact, it is almost an invisible place and if you search the places of the lower city marked by the Meanders of Darkness; you will get closer to it. Did you try going back to the places affected by the last tides of the dead?"*

5: A right-hand man, a lieutenant, a familiar or a servant. He does not hesitate to give information without having to ask him because he knows that his interlocutor will make good use of it. He can follow a character in his adventures. In opposition, he is then represented by a miniature which the GM controls. Nevertheless such help will not be free or void of interest. According to the nature of the relation, such a contact can take offence if the aid is not mutual. Such characters are sources of scenarios for any creative GM.

6: A real friend, maybe the character of an often absent player. He participates in the adventures of his contact. He maybe interpreted by the GM as if he was a separate character, besides the NPC of the scenario. In opposition, he is then represented by a miniature which the player or the GM controls. Such a contact has an existence as important as a PC. If a league manages several intimate contacts, it might be interesting for PC to interpret them during a secondary adventure.

Warning! *As for the nature of the relation, the Intimacy is a function of the character. So, a contact has identical characteristics for everyone, but all the characters who know him have a different Intimacy and nature of relation with him.*

CHARACTERISTICS

In spite of the size of Cadwallon, rumors circulate very fast, thus the Free City has its own celebrities. The list which follows gathers them all, as well as the illustrious heroes of the Rag'narok who usually rest in the Jewel of Lanever.

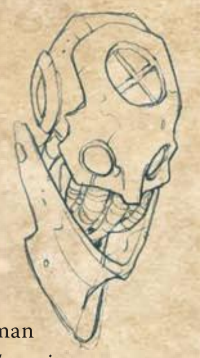
The contacts obey the following format of description.

- **Name:** The one under which the character knows the contact. In Cadwallon, it is not rare to use nicknames or to possess several identities. The value in brackets indicates the Potential of the contact. It is equal to the sum of the two better trades of the contact, possibly increased by a point if the contact is blessed by the gods.
- **Race:** Indicates the race of the contact and thus the type of miniature to use to represent him.
- **Culture:** Indicates the culture in which the contact was raised.
- **Trades:** Those of the contact. The GM can take into account theses indications to interpret the contact or make him interact with PC.
- **Knowledges:** Indicates the appropriate knowledges of the contact, if this knowledge is outstanding or if the contact is a reputed specialist. A contact is capable of giving information, even precise, clear and detailed secrets concerning his main knowledge fields and only those.
- **Distinctive features:** those followed by a "(F)" are Feats.
- **Location:** The place where the contact spends the most of his time when in Cadwallon (either because he works there, or because he lives there).
- A fast presentation allows to grasp the contact and his motivations. Information is given about the kind of help which he can provide, how to help him or thank him.

CONTACTS OF CADWALLON

These contacts are inhabitants of the Free City known by all. All the characters can note them as contacts. In the first part of this book, their names are mentioned in bold in the description of fiefs and the districts. To acquaint with them, is to benefit from the attentive ear of the passers-by of their district.

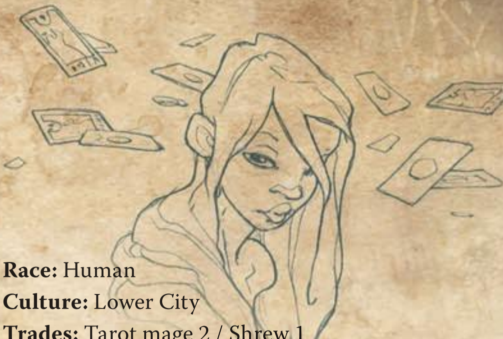
488-KE-253 (3)



Race: Human
Culture: Scorpion
Trades: Guard 2 / Sleuth 1
Knowledges: Culture(Scorpion)2, Region (Syharhalna) 2, Etiquette (Nobility) 2, Faction(Var-Nokkt) 1, Language(Syhar)2, Expertise(Mutagenic)
Distinctive features: Conscious, Counter-attack, Mutagenic / 2 (F)
Location: Var-Nokkt (Dressmakers district)

This impressive combat clone often monitors the entrances of Cadwë aristocractic receptions. Indeed he has a memory of faces and identifies without any trouble the unwanted. He is not very talkative about his previous history even though his tattoos and scars betray his clone nature.

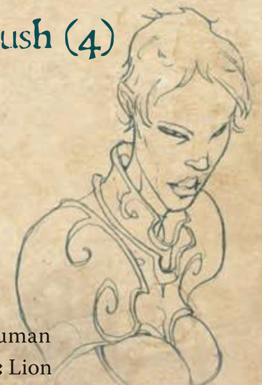
Alizarine (3)



Race: Human
Culture: Lower City
Trades: Tarot mage 2 / Shrew 1
Knowledges: Culture (lower city) 2, Region (Cadwallon) 2, Region (Underground passages of Cadwallon) 1, Fief (Soma) 2, History (Cadwallon) 1, Language (Cadwë) 2, Urban Legends 2
Distinctive features: Artifact, Luck (F), Infiltration / 2.
Location: Soma (Heaven heights)

This enigmatic young lady is often absorbed by the manipulation of the tarots. She is persuaded that Vanius's blades rests in some forgotten underground passage and often offers to accompany groups wishing to venture into the depths of the city.

Ambush (4)



Race: Human
Culture: Lion
Trades: Bandit 3 / Sea dog 1
Knowledges: Administration(Cadwallon 2), Region (Alahan) 2, Culture (Lion) 2, Etiquette (Diplomats) 2, Faction (Militia) 1, Fief (Trophy) 4, Language (Barhan) 2, Language (Cadwë) 2, Leagues 2, Mythology 1
Distinctive features: Bravery (F), Infiltration / 2, Cat's paw
Location: Trophy (The Fields)

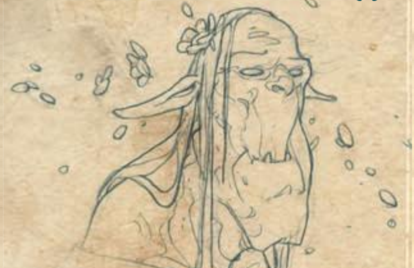
Ambush is the leader of the free league of the Nine of amethyst. Requisitioned by the Duke, by virtue of the leaguers' duty of protection of the city, Ambush and her free companions are in charge of patrolling and arresting the smugglers penetrating Cadwallon via the fields of Trophy.

Aralk (4)

Race: Wolfen
Culture: Wolf
Trades: Merchant 2 / Strong-arm 2
Knowledges: Culture (Wolf) 2, Region (Dissha), Faction (Goldsmiths) 2, Fief (Den Azhir) 2, Language (Wolfen) 2, Nature 2
Distinctive features: Fierce, Goblin's jeers, Born killer (F).
Location: Den Azhir (Embassies)

Aralk was adopted at very young age by a greedy merchant who had noticed the impression left by the wolfen's massive scarred stature on his interlocutors. Over the years, Aralk learnt that strength was the last resort of any negotiation and refined his diplomatic skills.

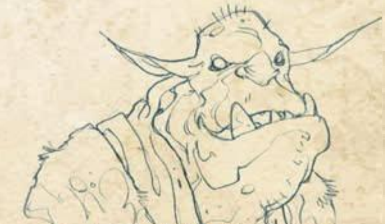
Arkabast the Gardener (2)



Race: Orc
Culture: Jackal
Trades: Clerk (Jackal) 1 / Scholar 1
Knowledges: Administration (Bran-Ô-Kor) 1, Cult (Jackal) 1, Culture (Jackal) 2, Region (Bran-Ô-Kor) 2, Entities 1, Language (Orc) 2, Nature 1
Distinctive features: Bravery, Brutal (F), Steadfast.
Location: Var-Nokkt (Dressmakers district)

He protects the luxuriant gardens which sprout from the underground in the most unexpected places. He is a very quiet character, who promotes nonviolence. His permanent phlegm sometimes irritates the high dignitaries and the militiamen.

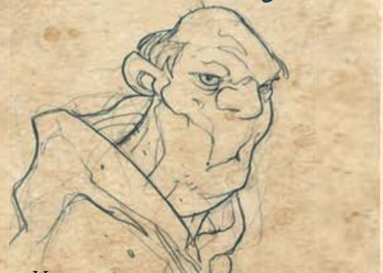
Brarh Steel teeth (3)



Race: Orc
Culture: Jackal
Trades: Bandit 2 / Cutthroat 1
Knowledges: Administration (Cadwallon) 2, Region (Bran-Ô-Kor) 2, Culture (Jackal) 2, Fief (Gherionburg) 3, Faction (Thieves) 2, Language (Cadwë) 2, Language (Orc) 2, Leagues 2, Nature 2
Distinctive features: brutal (F), Implacable / 2, Rapidity
Location: Gherionburg (Shaproa)

For Brarh, the Jackal's guile has its place in the city as in the desert. Wrapped up in his worn out clothes, he seems to roam aimlessly, mumbling. But Brarh is tracking the victim of his next ambush, a smile on his lips... Some claim that Brarh used to be a free leaguer but it is a subject which he does not gladly evoke.

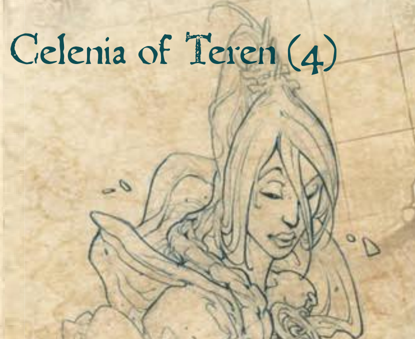
Brother Sauvalle (3)



Race: Human
Culture: Griffin
Trades: Warrior-monk (Merin) 2 / Sleuth 1
Knowledges: Region (Akkylannie) 2, Cult (Merin) 4, Culture (Griffin) 2, Fief (Soma) 1, Language (Akkylannian) 2
Distinctive features: Fanaticism(F), Implacable / 2, Piety / 2
Location: Soma (Heaven heights)

You cannot talk with brother Sauvalle without getting more answers than questions you asked. Affable and talkative, this man of strong stature rarely raises his religious attributes but his words are punctuated with quotations of Merin. Member of the solitary lodge, he advocates action more than contemplation and works in the disreputable streets "to bring back the light".

Celenia of Teren (4)



Race: Human
Culture: Ram
Trades: Emissary 3 / Spy 1
Knowledges: Region (Acheron) 2, Culture (Ram) 2, Etiquette (Nobility) 3, Language (Acheronian) 2, Language (Cadwë) 3
Distinctive features: Alliance / limbs of Acheron, Resolution / 2 (F), Romeo
Location: Drakaër (Crimson dress)

This poisonously charming woman is the intermediary between the emissaries of Acheron and the good Cadwë society, including its most eminent representatives. She knows how to play her part, either using her visible fragility to move her naive interlocutors' feelings or by resorting to more abrupt means according to the needs of her masters.

Dil-Dan-Alar (3)

Race: Goblin
Culture: Lower City
Trades: Merchant 2 / Spy 1
Knowledges: Business 2, Region (Cadwallon) 2, Culture (lower city) 2, Faction (Markropet) 1, Fief (Trophy) 2, Language (Cadwë) 2
Distinctive features: Conscious (F), Survival instinct, Rigor
Location: Trophy (Little Klûne)

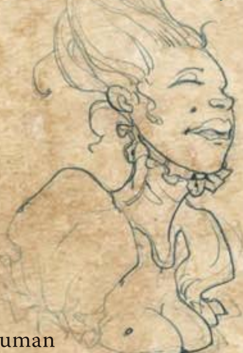
Impossible to trade in Garden market, the great market of Little Klûne in Trophy, without having to deal with Dil-Dan-Alar. The goblin is in charge of collecting the market place fees for the Markropet family. And in spite of the number of stalls, Dil-Dan-Alar has an eye on everything! (a family quality according to what he says). Thus he is the best guide to find one's way in the chaos of the market.

Dôzer grey muffle (3)

Race: Minotaur
Culture: Lower City
Trades: Sleuth 2 / Emissary 1
Knowledges: Business 1, Region (Cadwallon) 2, Culture (lower city) 2, Fief (Automaton) 2, Language (Cadwë) 2
Distinctive features: Bravery, Conscious, Rapidity (F)
Location: Automaton (Fine shaft)

Dôzer expresses himself in an understandable way and gives evidence of a perfect calmness under any circumstances. Far from only keeping the tranquility of the baths where he works, he also deals certain services such as transmitting messages or supplying "exotic" food.

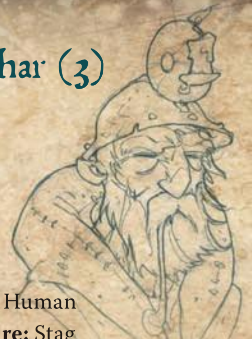
Elleole of Ysme (4)



Race: Human
Culture: Upper city
Trades: Courtesan 3 / Alchemist 1
Knowledges: Region (Cadwallon) 2, Culture (Upper city) 2, Etiquette (Nobility) 3, Fief (Drakaër) 3, Language (Cadwë) 2, Expertise (Herb) 1
Distinctive features: Alliance / republic of Lanever (F), Luck, Rigor
Location: Drakaër (Pillars)

Elleole is a youthful lady's companion of a particular kind. She knows how to use her charms and her education to steal secrets from characters by abusing their trust. Some claims that she has elven blood in her

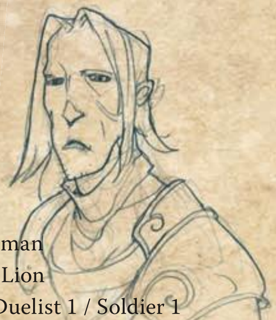
Erchar (3)



Race: Human
Culture: Stag
Trades: Shrew 2 / Officer 1
Knowledges: Region (Caer-Maed) 2, Region (Underground passages of Cadwallon) 2, Cult (Cernunnos) 2, Culture (Stag) 2, Faction (Thieves) 1, Language (Drune) 2
Distinctive features: Fierce (F), Conscious, War-cry / 3
Location: Drakaër (Crimson Dress)

Erchar leads around twenty men of the various origins (his "tribe"). They explore the underground of the upper city for a rich family of art merchants. Comfortable in dark tunnels, Erchar is endowed with a sixth sense which allows him to avoid rather troublesome encounters.

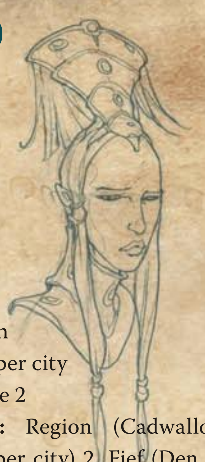
Eric Drakaër (2)



Race: Human
Culture: Lion
Trades: Duelist 1 / Soldier 1
Knowledges: Region (Alahan) 2, Culture (Lion) 2, Etiquette (Diplomats) 2, Faction (Drakaër) 1, Fief (Drakaër) 1, Language (Barhan) 2
Distinctive features: Alliance / Kingdom of Alahan, Bravery (F), Master fencer
Location: Drakaër (Pillars)

Eric is the young brother of the peer of Drakaër. Been born in Cadwallon, he was nevertheless educated following Barhan tradition by his uncle Silnus. Nevertheless, he is very attached to the cause of the Free City. He is sincerely dedicated to his older sister, Albanne Drakaër, seeking to be her protecting knight. This attractive young man is still a little bit candid but shows a great deal of unbending Bravery.

Eriel (2)



Race: Human
Culture: Upper city
Trades: Mage 2
Knowledges: Region (Cadwallon) 2, Culture (Upper city) 2, Fief (Den Azhir) 2, Language (Cadwë) 2, Path (Primagic) 2, Path (Hermetism) 1
Distinctive features: Spirit of light, Focus (F), Regeneration / 1
Location: Den Azhir (Marina)

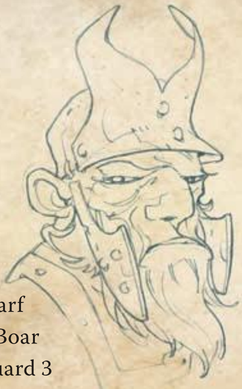
Eriel is a courted young lady not for her charms but for her mastery of Light or her advice concerning difficult negotiation. The eyes bare the soul and her critical spirit allows her to guess quickly the outcome of a delicate situation.

Frol (4)

Race: Wolfen
Culture: Lower City
Trades: Guard 2 / Strong-arm 2
Knowledges: Region (Cadwallon) 2, Culture (lower city) 2, Fief (Kraken) 4, Faction (Ferrymen) 2, Language (Cadwë) 2
Distinctive features: Fierce, Enormous, Born killer (F)
Location: Kraken (Buoyancy bay)

Frol, a Wolfen with black fur, endowed with colossal strength even according to the criteria of his people. Yet nature was less generous regarding his intellect and he needs to concentrate a lot to carry out the simple orders of Kan Bitterfist. On the other hand, as soon as he has to fight, his predator's instinct guide him marvelously and indeed few dare to challenge him.

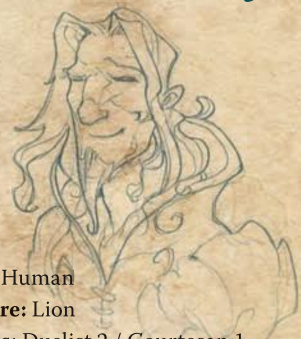
General Lieutenant Kaltyr (3)



Race: Dwarf
Culture: Boar
Trade: Guard 3
Knowledges:administration(Cadwallon) 2, Region (Aegis) 2, Culture (Boar) 2, Faction (Militia) 4, Fief (Trophy) 1, Language (Dwarf) 2, Language (Cadwë) 2, Leagues 2, Expertise (Steam) 2
Distinctive features: Authority, Hard-boiled (F), Mercenary
Location: Trophy (The Square)

Straight in his boots, literally and figuratively, this former leaguer left his Free-companions to enter the militia of Northern Stronghold in Trophy. This activity corresponds better to his tastes: the one who pays commands, the one who gets paid executes! Confident in this maxim, the dwarf runs the action on the field... Even if it means making Mercenaries of his men!

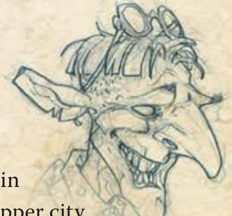
Gosse Hitchblade (3)



Race: Human
Culture: Lion
Trades: Duelist 2 / Courtesan 1
Knowledges: Region (Alahan) 2, Culture (Lion)2 , Etiquette (Diplomats) 2, Etiquette (Bourgeoisie) 1), Fief (Drakaër) 2
Distinctive features: Bravery (F), Fencer, Master fencer
Location: Drakaër (Free District)

Gosse is an outstanding duelist. He offers to risk his life instead of his wealthy customers, when they have "official" issues to settle. Therefore he is in contact with several comfortably wealthy families.

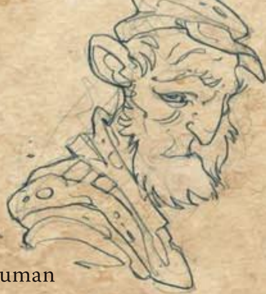
Guelard d' Orignac (3)



Race: Goblin
Culture: Upper city
Trades: Merchant 2 / Miscreant 1 / Courtesan 1 / Cutthroat 1
Knowledges: Business 2, Region (Cadwallon) 2, Culture (Upper city) 2, Etiquette (Nobility) 1, Faction (von Kraken) 1, Faction (Goldsmiths) 1, Language (Cadwë) 2, Language (Barhan) 2
Distinctive features: Disengagement (F), Goblin's jeers (F)
Location: Drakaër (Pillars)

This mature goblin likes tasteless and extremely expensive suits. Obsequious with his customers, often speaking with his hands, he is a picturesque figure of the Pillars. His small business is well run, and he maintains numerous business connections with civil servants of Kraken and the Ondine. Therefore he can supply his workshops and channel his customers directly from their boat.

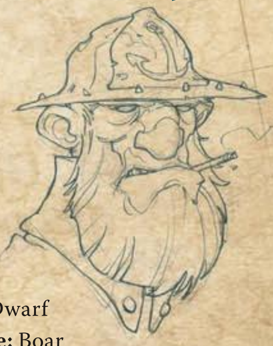
Joe (2)



Race: Human
Culture: Lower City
Trade: Craftsman 2
Knowledges: Region (Cadwallon) 2, Region (Underground passages of Cadwallon) 4, Culture (lower city) 2, Fief (Trophy) 2, Language (Cadwë) 2
Distinctive features: Leadership / 1, Scout, Mechanic (Machine)/1 (F),
Location: Trophy (The Fields)

At first glance Joe looks like a tramp roaming on the edge of the canals of the fields of Trophy. In fact, he is working and his task is extremely important: he is the foreman of the guild of Sewer workers in charge of the maintenance of the irrigation system of the feeding lung of Cadwallon.

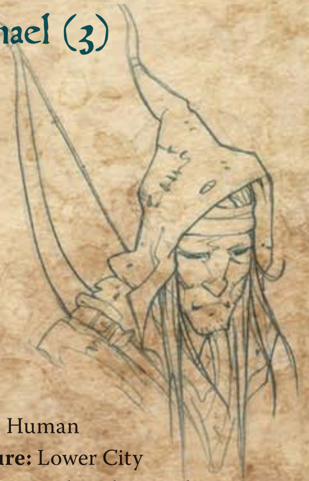
Kan Bitterfist (4)



Race: Dwarf
Culture: Boar
Trades: Engineer 2 / Officier 2
Knowledges: Region (Aegis) 2, Culture (Wild boar) 2, Language (Dwarf) 2, Expertise (Steam) 4, Faction (Arsenals) 2
Distinctive features: Leadership / 2 (F), Hard-boiled (F)
Location: Kraken (Buoyancy bay)

Foreman on the shipyard, this heavy built dwarf clearly spends most of his time on a bridge dominating pools; from there he directs the maneuvers. Always on the look out, he notes weaknesses or lack of will and entrusts the care of distributing punishments and duties in to his right hand: Frol.

Kanael (3)



Race: Human
Culture: Lower City
Trades: Cat burglar 2 / Shooter 1
Knowledges: Region (Cadwallon) 2, Culture (lower city) 2, Fief (Ogrokh) 4, Faction (Militia) 1, Language (Cadwë) 2
Distinctive features: Luck (F), Tightrope walker, Cat's paw
Location: Ogrokh (The Stock)

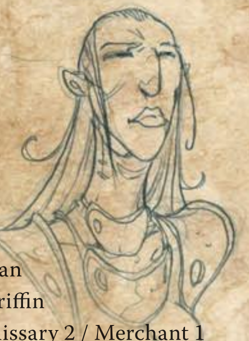
Kanael organizes diversions for hefty sums of money to divert the judicial authorities and the militia's attention from another crime. Young, shameless and confident, he always succeeds in making the most out of delicate situations.

Krurh (3)

Race: Ogre
Culture: Lower City
Trades: Merchant 2 / Craftsman 1
Knowledges: Business 2, Region (Cadwallon) 2, Creatures 1, Culture (lower city) 2, Fief (Ogrokh) 2
Distinctive features: Brutal (F), Alliance / Web of Ashinan, Alliance/Braves of the Bran-Ô-Kor
Location: Ogrokh

Krurh runs a weaving and tanning mill specialized in exotic materials, proposing among others Akkyshan silks or brontops leather. Always on the look out for new materials, he does not hesitate to go, himself, on expedition to the other end of Aarklash.

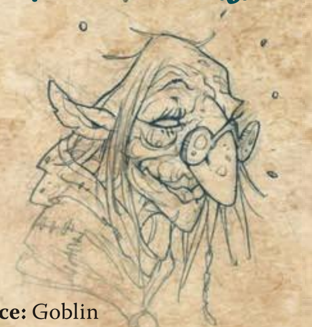
Lady Carole (3)



Race: Human
Culture: Griffin
Trades: Emissary 2 / Merchant 1
Knowledges: Region (Akkylannie) 2, Cult (Merin) 2, Culture (Griffin) 2, Faction (Blades) 2, Language (Akkylannian) 2, Language (Cadwë) 2
Distinctive features: Fanaticism (F), Goblin's jeers (F)
Location: Ogrokh (the Span)

Lady Carole imposed herself as intermediary between noblemen of the upper city searching to hire mercenaries and men at arms of the lower city. She negotiates numerous contracts for the Blades and her business acumen is considered as much as her skill to enlist new recruits.

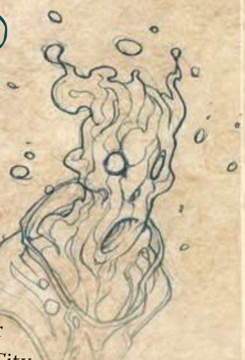
Lady Chlorine (3)



Race: Goblin
Culture: Upper city
Trades: Mage 2 / Alchemist 1
Knowledges: Region (Cadwallon) 2, Culture (Upper city) 2, Fief (Den Azhir) 2, Language (Cadwë) 2, Expertise (Potions) 1, Way (Primagic) 2, Way (Sorcery) 1
Distinctive features: Alliance / empire of No-Dan-Kar, Focus (F), Recycler
Location: Den Azhir (Embassies)

Lady Chlorine is always in between two experiments, her glasses stuck on her nose. Her research began with the search for a love potion to seduce Zakin the goblin ambassador, while he was only a simple diplomat. She is still working on it and spends time making potions ranging from useless to mortally poisonous.

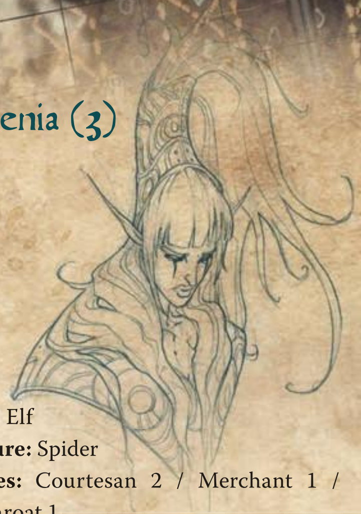
Lan-aly (6)



Race: Sihir of Air
Culture: Lower City
Trades: Voyager 3 / Scholar 2
Knowledges: Administration (Cadwallon) 2, Region (Cadwallon) 2, Culture (lower city) 2, Fief (Gherionburg) 2, Realms 4, Symbolism 1, Path (Primagic) 3, Path (Air) 2
Distinctive features: Bravery, Spirit of the Air (F), Focus
Location: Gherionburg (Arcadia)

Lan-aly is considered a celebrity in Cadwallon. He is indeed the ambassador to the Free City for the Kingdoms of Splitrock (air) and Solnarreg (fire). The color of his skin changes just like his character.

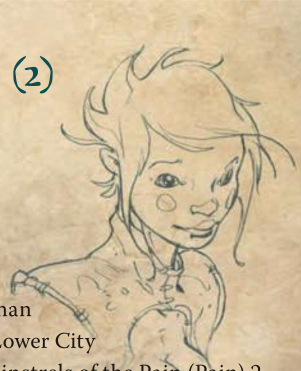
Larenia (3)



Race: Elf
Culture: Spider
Trades: Courtesan 2 / Merchant 1 / Cutthroat 1
Knowledges: Business 1, Region (Ashinân) 2, Culture (Spider) 2, Etiquette (Nobility) 2, Faction (Thieves) 1, Language (Akkyshan) 2, Nature 2
Distinctive features: Assassin, Righteous, Toxic (F)
Location: Drakaër (Crimson Dress)

Larenia is an Akkyshan who shows herself only to the best customers of her brothel - Under the dress - because of her developed metamorphoses. The quality of the services which she offers and her infallible discretion avoided her from being accused of espionage. It would seem that she is endowed with a sharp sense of honor. Her protégés are satisfied with their condition.

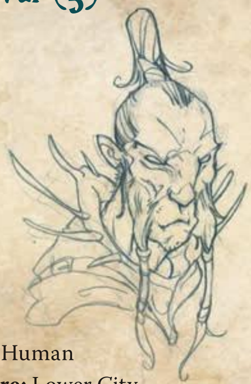
Larme (2)



Race: Human
Culture: Lower City
Trades: Minstrels of the Pain (Pain) 2
Knowledges: Region (Cadwallon) 2), Cult (Pain) 2, Culture (lower city) 4, Fief (Trophy) 2, Language (Cadwë) 2
Distinctive features: Martyr / 1 (F), Possessed (F)
Location: Trophy (Comedy garden)

A perpetual merciful smile at the edge of lips, Tear owes its name to the tears which the desperate characters pour on the shoulder. Member of the Meaningful Penitence of Comedy garden, in Trophy, she helps the unfortunate of express their pain through art.

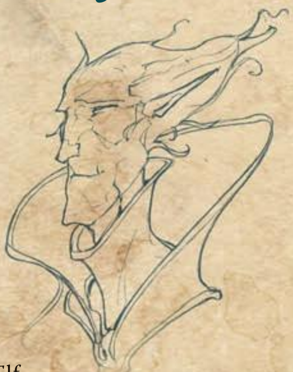
Lotval (3)



Race: Human
Culture: Lower City
Trades: Cat burglar 3
Knowledges: Region (Cadwallon) 2, Culture (lower city) 2, Faction (Those from above) 3, Fief (Soma) 2, Language (Cadwë) 2
Distinctive features: Leap, Tightrope walker (F), Cat's paw
Location: Den Azhir (The Core)

Very agile, Lotval takes advantage of his abilities to pass on information within the city. This highly skilled acrobat climbs with agility the high buildings to deliver messages. His analphabetism is a security for his employers.

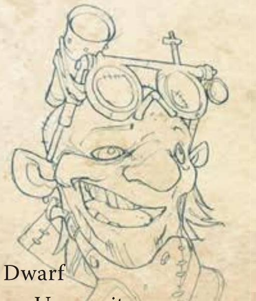
Mâhoz (3)



Race: Elf
Culture: Dragon
Trades: Missionary (Noësis) 3
Knowledges: Region (Lanever) 2, Cult (Noësis) 5, Culture (Dragon) 2, Language (Cadwë) 3, Language (Cynwäll) 2
Distinctive features: Concentration / 2 (F), Loyal / 2, Warrior-monk
Location: Drakaër (The Free district)

Mâhoz deals advice calmly. He is not greedy concerning his knowledge. Some claim that is an Equanime brother. He encourages those who listen to him, to follow the rules of Cynwäll wisdom.

Master Ôrn (5)



Race: Dwarf
Culture: Upper city
Trades: Engineer 4 / Pilot 1 / Courtesan 1
Knowledges: Region (Cadwallon) 2, Culture (Upper city) 2, Etiquette (Nobility) 1, Fief (Var-Nokkt) 2, Language (dwarf) 1, Language (Cadwë) 2, Urban Legends) 1, Expertise (Steam) 4
Distinctive features: Artifact, Mechanic / 3 (F), Rigor
Location: Var-Nokkt (Ka-Ân-Vor)

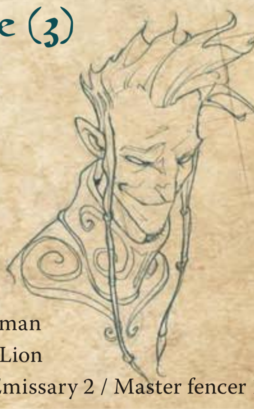
Master Ôrn is a very talkative dwarf, who likes to know what goes on in Cadwallon. He runs his workshop alone, which explains that it sometimes takes him a lot of time to finish his inventions. Steam has become his specialty and he is a renowned pioneer in Cadwallon.

Methanol (3)

Race: Goblin
Culture: Rat
Trades: Engineer (naphta 3)
Knowledges: Region (No-Dan-Kar) 2, Culture (Rat) 2, Language (Goblin) 2, Language (Cadwë) 2, Expertise (Naphta) 3
Distinctive features: Bravery, Survival instinct (F), Recycler
Location: Kraken (Buoyancy bay)

Methanol imports naphta from the city of Gerikân at a great expense. He wishes to have his genius recognized by building a machine for submarine exploration, "the octopus", capable of bringing back up treasures sunk in the bay of Cadwallon. To finance this project, he improves the war machines of the guild of Blades.

Mirole (3)



Race: Human
Culture: Lion
Trades: Emissary 2 / Master fencer 1
Knowledges: Region (Alahan) 2, Culture (Lion) 2, Faction (Thieves) 2, Fief (Soma) 1, Language (Barhan) 2
Distinctive features: Alliance / guild of the Thieves, Bravery (F), Romeo
Location: Soma (Morgue Street)

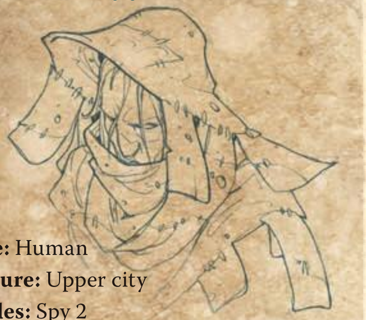
This young man taking a Lord's air in Morgue Street can seem out of place, especially since he clearly spends most of his time courting everything wearing a dress. But under this happy-go-lucky look, Mirole is the one by whom one can get in touch with the guild of Thieves without venturing into their den.

Moljen Brazen Skull (4)

Race: Dwarf
Culture: Boar
Trades: Craftsman 3 / Engineer 1
Knowledges: Craft (Forge) 3, Region (Aegis) 2, Culture (Boar) 2, Language (Dwarf) 2, Expertise (Steam) 3
Distinctive features: Alliance / Defenders of Tir-Nâ-bor, Authority, Hard-boiled (F)
Location: Ogrokh (The Shooting range)

Moljen is the dean of the craftsmen of the community of Tir-Na-Bor which settled more than a century ago in Ogrokh. He rarely leaves the heat of his forge and dedicates himself to the manufacturing and the repairing of armors, mainly for the militia of Ogrokh. No one can choose, work metal or knows the antique secrets of his people, like him.

No One (2)



Race: Human
Culture: Upper city
Trades: Spy 2
Knowledges: Region (Cadwallon) 2, Culture (Upper city) 2), Fief (Den Azhir) 2, Language (Cadwë) 2, Urban Legends 2
Distinctive features: Fierce, Survival instinct, Rigor (F)
Location: Ogrokh (The Stock)

Nobody knows the history of this poor man who was locked into this cage, or for how long he has been there. However, it would seem that death does not want him. Nobody pays attention to him and thanks to that he is able to collect every day a lot information and details which he exchanges with the rare people who are interested in him.

Nurbald the Sculptor (3)

Race: Dwarf
Culture: Hydra
Trades: Mage 2 / Bandit 1
Knowledges: Region (Chasms of Mid-Nor) 2, Region (Underground passages of Cadwallon) 1, Culture (Hydra) 2, Language (Mid-Nor) 2, Nature 2, Path (Primagic) 2, Path (Chthonian) 1
Distinctive features: Artifact, Focus, Possessed (F)
Location: Gamehead (The Bog)

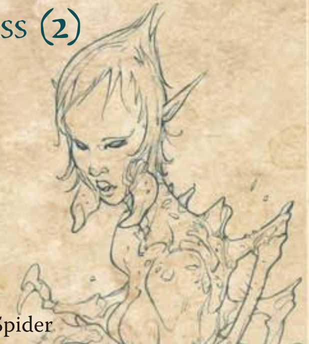
Nurbald is a former gravedigger. He lives in Demise Hole and knows the underground network which runs under the city. Endowed with a strange Ability for sculpture, he likes cutting corpses in fragments and assembling them then into ridiculous yet terrifying puppets. Rumors claim that these statues of flesh are capable of moving around.

Palm of Krek (3)

Race: Human
Culture: Scorpion
Trades: Omnimancer 2 / Merchant 1
Knowledges: Region (Syharhalna) 2, Creatures 1, Culture (Scorpion) 2, Faction (Architects) 1, Language (Syhar) 2, Expertise (Mutagenic) 4
Distinctive features: Mechanic (mutagenic) /2 (F), Mutagenic / 2 (F)
Location: Kraken (Buoyancy bay)

Palm of Krek is a pleasant and informed Merchant, once the first impression of disgust left by his implants and patches, which distort his face, past. He decided to spread the passion of the goblins for the Kraken and set a fashion trend. He relentlessly works in his laboratory to create new varieties and works to improve their life expectancy out of water.

Palythiss (2)



Race: Elf
Culture: Spider
Trades: Clerk (Lilith 2)
Knowledges: Administration (Ashinân) 2, Region (Ashinân) 2, Cult (Lilith) 2, Culture (Spider) 2, Etiquette (Nobility) 2, History (Age of steel) 1, Nature 2
Distinctive features: Exalted, Rigor, Toxic (F)
Location: Drakaër (The Free district)

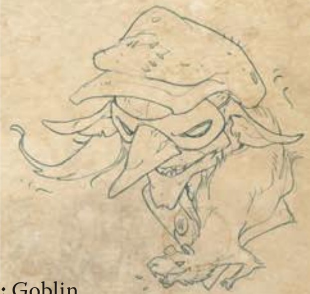
Palythiss may show a captivating smile, but her face enclosed by an impressive pair of mandibles would leave anyone ill-at-ease. She is appreciated by the courtesans and the lady's companions to whom she teaches independence and revolt when she does not drown them with frightening prophecies.

Paolin Two Arms (3)

Race: Human
Culture: Lower City
Trades: Miscreant 2 / Merchant 1
Knowledges: Region (Cadwallon) 2, Culture (lower city) 2, Faction (Silversmiths) 1, Fief (Gherionburg) 4, Language (Cadwë 2)
Distinctive features: Luck (F), Survival instinct (F)
Location: Gherionburg (Parchedale)

Having almost integrated the guild of Goldsmiths, Paolin lost everything in the speculations scandal of Tamarez. Since, he settled in the catacrypts and tries to lead a quiet existence trying to forget the past. His nature still urges him to keep "trading" in his own way.

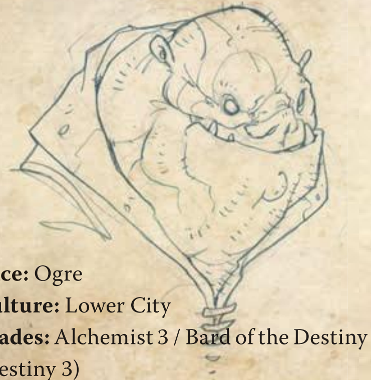
Penthow (3)



Race: Goblin
Culture: Lower City
Trades: Miscreant 2 / Cat burglar 1
Knowledges: Business 2, Region (Cadwallon) 2, Culture (lower city) 2, Fief (Var-Nokkt) 1, Fief (Rampart) 2, Language (Cadwë) 2
Distinctive features: Authority, Goblin's jeers, Cat's paw (F)
Location: Rampart (swamps)

Penhtow lives with a dozen ferrets which obey him at a finger's snap. He communicates with them by mysterious means which no one understands. His band is specialized in the burglary of the aristocratic houses and if he is very a boastful about it. Indeed it is true that his people are very agile and discreet.

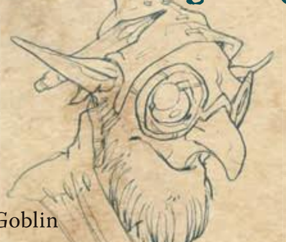
Podgy (6)



Race: Ogre
Culture: Lower City
Trades: Alchemist 3 / Bard of the Destiny (Destiny 3)
Knowledges: Region (Cadwallon) 2, Culture (lower city) 2, Fief (Trophy) 2, Language (Cadwë) 2, Expertise (Herb) 3, Cult (Destiny) 3, Culture (lower city) 5
Distinctive features: Bravery (F), Enormous, Exalted
Location: Trophy (The Fields)

Although discreet and shy, Podgy, whose nickname is due to his exceptional weight - even by ogre standards! - is respected in the fields of Trophy as the founder of an agricultural cooperative which saved the small landowners from bankruptcy and as a talented alchemist.

Pteryx the archeo-goblin (3)



Race: Goblin
Culture: Lower City
Trades: Shrew 3
Knowledges: Region (Cadwallon) 2, Region (Underground passages of Cadwallon) 3, Culture (lower city) 2, Fief (Automaton) 2, Language (Cadwë) 2
Distinctive features: Artifact, Luck (F), Scout
Location: Automaton (The Old district)

This young goblin pushes a wheelbarrow from which shiny items of all sorts keep falling out. One can find true wonder, drowned under a heap of terrible paintings and other worthless objects. But for that to happen it is necessary either to be lucky or to know Pteryx well. He is capable, according to what he claims, of finding anything and "The older it is, the better it is".

Qeanimrül (4)

Race: Elf
Culture: Scarab
Trades: Guide 3 / Shooter 1
Knowledges: Region (Quithayran) 2, Region (Neighborhoods of Cadwallon) 3, Culture (Scarab) 2, Faction (Militia) 1, Language (Daïkinee) 2, Mythology 2
Distinctive features: Artifact, Scout, Regeneration / 2 (F)
Location: Automaton (Fine shaft)

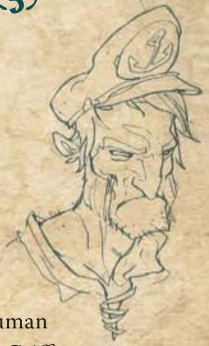
Not very talkative, Qeanimrül the elf is a guide whose abilities are precious. He inherited from his childhood in the Emerald forest an empathy with nature. It is said that he commands insects and that beetles are attracted by his presence.

Sergeant Martial (4)

Race: Human
Culture: Lower City
Trades: Sleuth 2 / Scholar 2
Knowledges: Region (Cadwallon) 2, Culture (lower city) 2, Faction (Militia) 2, Fief (Gherionburg) 2, History of Cadwallon (criminal history) 2, Language (Cadwë) 2, Urban Legends 1
Distinctive features: Personnal enemy / Lianzareth (F), Rigor (F)
Location: Gherionburg (Wyvern Road)

This retired investigator has made enough enemies to be unable to leave the protection of Fort Gentle anymore, but he is a specialist on mysterious crimes committed in Cadwallon over the last five decades.

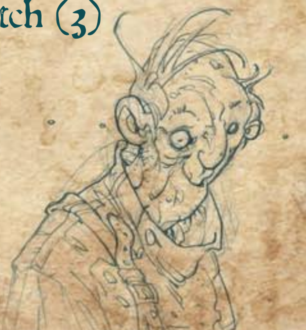
Seyr (3)



Race: Human
Culture: Griffin
Trades: Sea dog 2 / Missionnary (Merin) 1 / Emissary 1
Knowledges: Region (Akkylannie) 2, Cult (Merin) 4, Culture (Griffin) 2, Culture (lower city) 2, Fief (Kraken) 1, Language (Cadwë) 2, Language (Akkylannian) 2
Distinctive features: Fierce, Fanaticism (F), Rigtheous
Location: Kraken (Buoyancy Bay)

Seyr is a sturdy man of about forty, with a shady past. He is a reliable character, very protecting with the weak. Some say that he knows everybody in Kraken Harbor and that he is the confidant of the important people of this district.

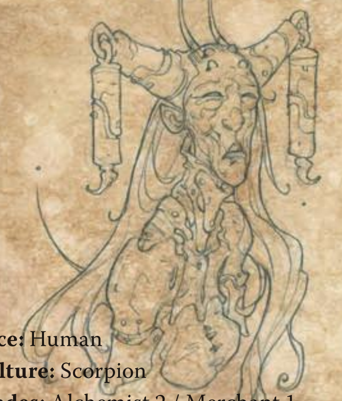
Stitch (3)



Race: Human
Culture: Lower City
Trades: Surgeon 2 / Omnimancien 1
Knowledges: Region (Cadwallon) 2, Culture (lower city) 2, Language (Cadwë) 2, Expertise (Mutagenic) 1
Distinctive features: Alliance / Empire of the Syharhalna, Mutagenic / 2, Cure / 2 (F)
Location: Rampart (swamps)

Stitch is a human of around thirty, endowed with an impressive stature. He is pleasant but his conversation quickly revolves around body care, organs and diseases. His strange glance and his third arm can worry patients but he is a reputed doctor in all of Rampart.

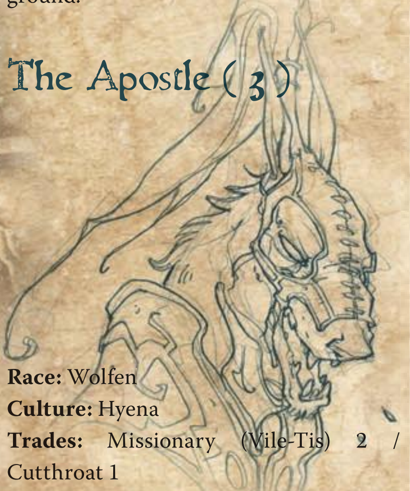
Sulandra the Grey (3)



Race: Human
Culture: Scorpion
Trades: Alchemist 2 / Merchant 1
Knowledges: Region (Syharhalna) 2, Culture (Scorpion) 2, Faction (Alchemists) 1, Language (Syhar) 2, Expertise(Mutagenic) 2, Expertise (Potions) 2
Distinctive features: Goblin's jeers, Mutagenic / 2 (F), Recycler
Location: Gherionburg (Petropolis)

This talkative old woman, with a kind face, works as midwife and sometimes intervenes in abortions. She uses potions which she makes herself from plants that she harvests; it is said, in the city's underground.

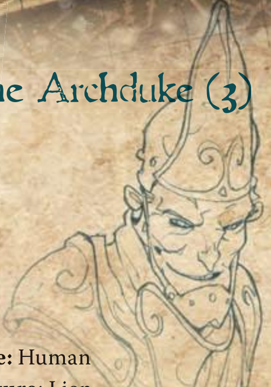
The Apostle (3)



Race: Wolfen
Culture: Hyena
Trades: Missionary (Vile-Tis) 2 / Cutthroat 1
Knowledges: Region (Caer Laern) 2, Cult (Vile-Tis) 4, Culture (Hyena) 2, Fief (The Head) 1, Language (Wolfen) 2
Distinctive features: Exalted (F), Born killer (F)
Location: Gamehead (Little Arenas)

The Apostle came to Cadwallon to recruit Devourers among the ranks of other people. He thinks, indeed, that the disciples of the Beast have to come from all the horizons if they want to reach their goal. He lectures the crowds around the temples of the City of the thieves.

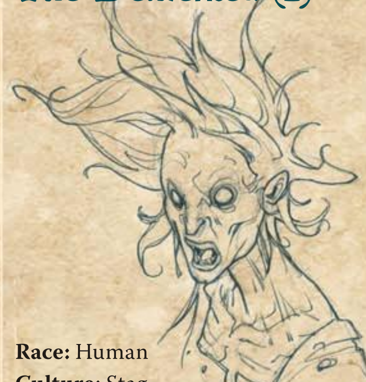
The Archduke (3)



Race: Human
Culture: Lion
Trades: Soldier 2 / Officier 1
Knowledges: Region (Alahan) 2, Culture (Lion) 2, Etiquette (Diplomats) 2, Faction (Militia) 1, Faction (Thieves) 2, Language (Barhan) 2
Distinctive features: Authority, Bravery (F), Desperate
Location: Rampart (swamps)

This destitute Lion knight, still bears the weapons of his family, covered with a piece of red material. This charismatic character speaks in a brief way but enough to be explicit. His reputation of being a man of many women sometimes draws trouble in his direction. He leads a group of rebels operating in Lil'cad, reputed for petty crime.

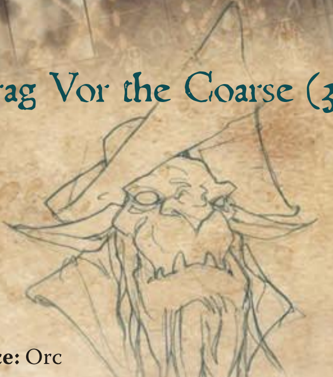
The Demented (2)



Race: Human
Culture: Stag
Trades: Minstrels of the Pain (Pain 2)
Knowledges: Region (Caer Maed) 2, Cult (Cernunnos) 2, Cult (Pain) 2, Culture (lower city) 2, Culture (Stag) 2, Language (Drune) 2
Distinctive features: Fierce (F), Alliance / Foreseers of Caer-Maed, Visionary
Location: Gamehead (The Skinner)

The Demented ferociously hates all the cults and barks at those she crosses in the street. She professes terrible curses to the faithful that she meets. Everybody considers her mad but at the same time dreads her powers.

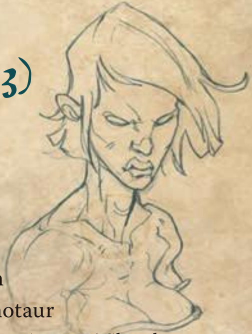
Trag Vor the Coarse (3)



Race: Orc
Culture: Lower City
Trades: Magister 2 / Shrew 1
Knowledges: Region (Cadwallon) 2, Region (Underground passages of Cadwallon) 1, Culture (lower city) 2, Fief (Automaton) 2, Language (Cadwë) 2, Path (Primagic) 2, Path (Earth) 1
Distinctive features: Spirit of the Earth (F), Infiltration / 2, Recovery / 2
Location: Automaton (The line)

This mystic warrior is obsessed by "the spirit of Aarklash". He spends most of his time investigating excavations or digging new ones to discover the den of the spirit living inside the entrails of the city. This obsession could have people smiling if the orc was not able of feeling the presence of metals in the rocks. These investigations gave him a great knowledge of the underground passages and of the ruins of the Free City.

Tragga (3)



Race: Human
Culture: Minotaur
Trades: Strong-Arm 2 / Sleuth 1
Knowledges: Region (Avagddu) 2, Culture (Minotaur) 2, Fief (Gamehead) 2, Faction (Provocatores) 1, Language (Sessair) 2, Mythology 2
Distinctive features: Bravery, War fury (F), Cat's paw
Location: Gamehead (Little Arenas)

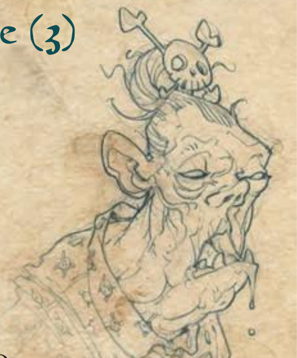
Tragga is a rather short woman with short red hair cut in a bob. She likes walking around town with little to no clothes on to impress the men with her muscles. her favourite weapon is a great blade shaped like a sickle and she does not hesitate to use it but she also has a flawless talent for shadowing people.

Urguemal the Pure (3)

Race: Human
Culture: Griffin
Trades: Sleuth 2 / Guerrier-mage 1
Knowledges: Region (Akkylannie) 2, Cult (Merin) 2, Culture (Griffin) 2, Faction (Usurers) 3, Language (Akkylannian) 2, Path (Primagic) 1
Distinctive features: Fanaticism (F), Implacable / 2, Rigor
Location: Den Azhir (North Gate)

Paranoid, Urguemal is driven by mystic visions which Merin sends him. He has decided to purify the City of Thieves of its sinners and the emanations of Darkness, by leading a small group of investigators. Together, they fight the guild of Usurers for its sympathy to some of Acheron's people.

Uune (3)



Race: Ogre
Culture: Lower City
Trades: Craftsman 2 / Warrior-monk (Destiny) 1
Knowledges: Craft (Stony size) 2, Region (Cadwallon) 2, Cult (Destiny) 1, Culture (lower city) 2, Fief (Gherionburg) 2, Language (Cadwë) 2
Distinctive features: Luck (F), Sequence / 2 (F)
Location: Gherionburg (Petropolis)

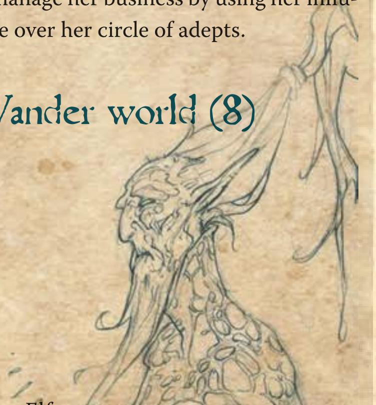
Uune is one of the rare slogres to have a job. Her faith changed her lethargy into pacifism. Stone carver and undertaker in the necropolis, she is rarely a bother because of her stature.

Vestalia the mystic (2)

Race: Human
Culture: Minotaur
Trades: Bard of Destiny (Destiny) 1 / Emissary 1
Knowledges: Region (Avagddu) 2, Cult (Destiny) 1, Culture (Upper city) 1, Culture (Minotaur) 2, Etiquette (Nobility) 1, Mythology 2
Distinctive features: War fury (F), Goblin's jeers (F)
Location: Automaton (The Precious)

Vestalia is a tall charismatic woman, dressed in an exaggerated "Kelt mystic" fashion. She made a fortune as a fortune-teller with some gullible noblemen, from whom she got some favors. She continues to manage her business by using her influence over her circle of adepts.

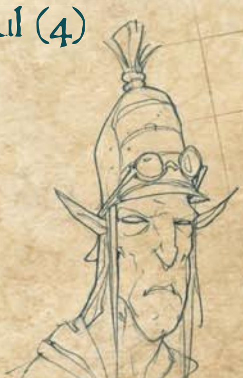
Wander world (8)



Race: Elf
Culture: Lower City
Trades: Voyager 4 / Guide 4
Knowledges: Region (Cadwallon) 2, Culture (lower city) 2, Fief (Trophy) 2, Language (Cadwë) 2, Realms 5, Nature 4, Way (Primagic) 4, Way (Water) 3
Distinctive features: Focus, Mastery of the Arcana (F), Romeo
Location: Trophy (Comedy garden)

Headmaster of the school of magic of the Rubicund tower in Trophy, Wander world is a devotee of beauty. Thus, he became an untiring wanderer of Aarklash and of the kingdoms. When old age came, this friend of the Standing Wind settled down in Trophy and founded a school of magic dedicated to spectacle.

Yeoneul (4)



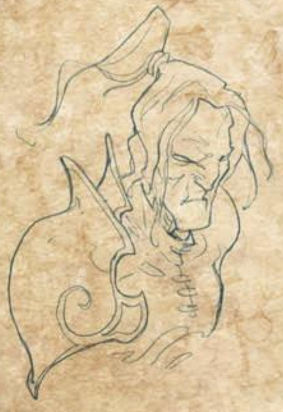
Race: Elf
Culture: Dragon
Trades: Mage 2 / Engineer 2
Knowledges: Region (Lanever), Cult (Noësis) 2, Culture (Dragon), Entities 1, Language (Cynwäll), Expertise (Constructs) 2, Path (Primagic 2), Path (Solaris) 1
Distinctive features: Concentration / 2 (F), Mechanic (Construts)/2, Recycler
Location: Var-Nokkt (Shades)

Reputed craftsman, Yeoneul works in a workshop which looks like a freak museum. He studies and fixes objects extirpated from the underground. He remains unchallenged for repairing mechanisms animating Constructs such as automatons or marvelous toys.

THE RAG'NAROK CONTACTS

These contacts are characters of Aarklash who are for the most part already represented by miniatures from the *Confrontation / Rag' Narok* range. Only exiled characters can note them as contact! Most of them are people who travel a lot and sometimes spend a few days in the City of Thieves. Some live there more regularly but their influence extends beyond the Free City. To know them, it is to benefit from the attention of those who belong to their people. One can also use them to obtain information or support, but the delay for an answer is longer.

Alahel the Messenger (6)



Race: Human
Culture: Lion
Trades: Duelist 3 / Shooter 2 / Emissary 1
Knowledges: Region (Alahan) 2, Region (Lanever) 1, Culture (Lion) 2, Etiquette (Diplomats) 2, Faction (Embassy of the Lion) 2, Fief (Soma) 3, Language (Barhan) 2
Distinctive features: Ambidextrous, Bravery (F), Sharp shooter
Location: Soma (Heaven heights)

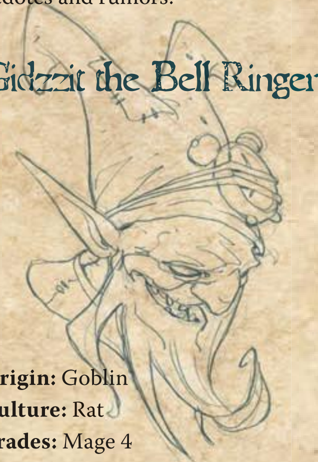
The most renowned of King Gorgyn's messengers rides without rest to gather the forces of Light. More versed into the arts of war than into those of diplomacy, he traveled many countries and knows many lands.

Brentyr the Slaver (4)

Race: Human
Culture: Stag
Trades: Bandit 2 / Officier 1
Knowledges: Region (Caer-Maed) 2, Cult (Cernunnos) 2, Culture (Stag) 2, Faction (Usurers) 2, Language (Drune) 2, Strategy 1
Distinctive features: Fierce (F), Leadership / 3, Personnal enemy/ Markhan
Location: Trophy (Southaven)

Brentyr is one of the least commendable celebrities of Cadwallon. Indeed far from the esoteric considerations and Gnostics of the wyrds, he practices one of the rare trades forbidden in the Free City: selling living beings. He is not avaricious on anecdotes and rumors.

Gidzzit the Bell Ringer (5)



Origin: Goblin
Culture: Rat
Trades: Mage 4
Knowledges: Region (No-Dan-Kar) 2, Culture (Rat) 2, Language (Goblin) 2, Language (Orc) 2, Path (Mutation) 2, Path (Primagic) 4, Path (Sorcery) 3, Path (Earth) 1
Distinctive features: Personnal enemy / Pillgrim the one-eyed, Survival instinct (F), Mutagenic / 3
Location: Trophy (Little Klûne)

Gidzzit is not a charismatic leader, but the bell of the god Rat which he possesses plunge his congeners into an overwhelming belligerent rage. He always gave evidence of a predisposition for magic and is reputed for his "Striking" abilities.

Kahinir the armorer (6)

Race: Dwarf
Culture: Boar
Trades: Soldier 3 / Craftsman (Armorer) 2
Knowledges: Craft (Forge) 2, Region (Aegis) 2, Culture (Boar) 2, Faction (Architects) 3, Language (Dwarf) 2, Expertise (Steam) 2
Distinctive features: Bravery, Counterattack, Master Strike / 3, Hard-boiled (F), Bane / goblins
Location: Ogrokh (Shooting range)

Since he was young, Kahinir dreamed of approaching dragons. Haunted by this thought, he left Tir-Nâ-Bor and went to Lanever, the land of these legendary creatures. He managed a feat, which no other dwarf succeeded afterwards: he reached Laroq and having proved his value, was taught ancient secrets of metal work.

Kalyar war chief (6)

Race: Wolfen
Culture: Hyena
Trades: Soldier 3 / Officer 2
Knowledges: Region (Caer Laern) 2, Cult (Vile-Tis) 2, Culture (Hyena) 2, Faction (Ferrymen) 3, Faction (Thieves) 2, Language (Wolfen) 2
Distinctive features: Leadership / 3, Born killer (F), Vivacity
Location: Rampart (The Muck)

The Awakened is at the moment one of the most dreaded war chiefs of the Rag'narok. He leads his Devourer troops determinedly and knows how to use the enemy's weaknesses. This outstanding soldier endowed with an impressive resilience, still likes the taste of blood.

Misericord (6)

Race: Human
Culture: Griffin
Trades: Shooter 3 / Sleuth 2 / Warrior-monk 1
Knowledges: Region (Akkylannie)2, Cult (Merin) 3, Culture (Griffin) 2, Faction (Lodge of Hod) 3, Language (Cadwë) 2, Language (Akkylannian) 2
Distinctive features: Fanaticism (F), War fury, Immunity / fire, Righteous, Warrior-monk
Location: Soma (Heaven heights)

Misericord puts her faith and her sword to the service of Merin. In Cadwallon she is in contact with a lodge which watches the schemes of the disciples of Arh Tolth.

Orhain the Scholar (5)

Race: Human
Culture: Minotaur
Trades: Clerk 2 / Scholar 2
Knowledges: Administration (Avagddu) 2, Region (Avagddu) 2, Cult (Danu) 2, Culture (Minotaur) 2, History (Age of the rebirth) 1, Language (Sessair) 2, Mythology 5, Symbolism 2
Distinctive features: War fury (F)
Location: Drakaër (The Free district)

Orhain dedicates most of his time to meditation and studying. He transcribes his revelations and his knowledge on one of his countless parchments which never leave him. Disciple of Cianath, he delivers enigmatic messages, yet full of sense. Whoever is able to interpret them, possesses the key of events to come.

Salias Yesod (6)

Race: Human
Culture: Scorpion
Trades: Warrior-mage 3 / Omnimancien 2
Knowledges: Region (Syharhalna) 2, Creatures 1, Culture (Scorpion) 2, Language (Syhar) 2, Expertise (Mutagenic) 4, Path (Primagic) 3, Path (Technomancy) 2
Distinctive features: Scout, Immunity / fear, Warrior-mage, Mutagenic / 3
Location: Automaton (the Observatory)

Salias Yesod is a famous biopsist which tries to create the philosopher's creature. He always keeps with him a lantern irradiating a greenish light which shelters a homunculus. He often goes to Cadwallon to find "exotic" subjects and to enrich his gene "pool".

Shaka-Umruk (4)

Race: Orc
Culture: Jackal
Trades: Missionary (Jackal) 3
Knowledges: Region (Bran-Ô-Kor) 4, Cult (Jackal) 3, Culture (Jackal) 2, Language (Orc) 2, Nature 2
Distinctive features: Brutal (F)
Location: Var-Nokkt (Dressmakers district)

Shaka-Umruk is worshipped by his people, because Jackal is believed to send him visions and powers. His knowledge sometimes allows him to foretell the outcome of battles even before they begin. Shaka-Umruk knows also how to pass on the rage of Jackal thanks to amulets of his own.

Shanys the Shadow (6)

Race: Human
Culture: Griffin
Trades: Duelist 4 / Sleuth 1
Knowledges: Region (Akkylannie) 2, Cult (Merin) 2, Culture (Griffin) 2, Faction (Embassy of Akkylannie) 1, Fief (Ogrokh) 4, Language (Akkylannian) 2
Distinctive features: Assassin, Bravery, Fencer, Conscious, Fanaticism (F)
Location: Ogrokh (The Span)

Shanys is the feline and mortal silhouette which delivers the sentences of the ambassador from Akkylannie to Cadwallon. Elusive and wielding a dagger, she watches or punishes, unmoved behind her mask of alabaster. She knows many hidden passages to the important places of the city.

Yh-Azahir the mad(6)

Race: Dwarf
Culture: Hydra
Trades: Bandit 3 / Officier 2
Knowledges: Region (Chasms of Mid-Nor) 2, Region (Underground passages of Cadwallon) 3, Culture (Hydra) 2, Faction (Usurers) 2, Language (Mid-Nor 2), Nature 2
Distinctive features: Fierce, Mutagenic / 3, Possessed (F)
Location: Gamehead (The Bog)

Azahir leads his warriors to serve the Despot underground and on the surface alike. Stuck in his armor, his canopic doll crucified on his breastplate, he investigates the underground of Cadwallon and tied up an alliance with the King of Ashes in exchange for a territory where to spread the influence of Ymsur.

HAVING A CHAT

During the investigation phases, the free leaguers' contacts will be consulted on the developments of the affair the PC are taking care of. If the questions asked overlap their domains of ability, they will answer within the limits of what they know and according to the level of Intimacy and the nature of the relation with the characters.

PC may believe that their contact is not telling them everything. In that case, they can "twist their arm" or "burn" them.

- If a contact refuses to reveal information which he holds, either because his interlocutor is unable to please him, or because this information could put him in danger, a player can choose **"to twist his arm"** to force him to answer a question asked by his character. The GM must reveal a piece information, by answering the question asked by the player.
- If the characters' investigation seems to be heading no where, at any moment, a player can decide **"to burn"** a contact of his character to get hold of everything his contact knows. The contact is then definitively lost. Such a situation is important from the point of view of the history of PC. The GM thus has to stage such situations and draw the consequences, which might be interesting for things to come. In return, he has to give a clear lead, answer all the questions of the PC and therefore put the adventure back on a track without asking for anything in exchange. Of course, GM has to do so in a coherent way.

It is useless "to burn" a contact which was already "twisted" for the same question since he can be "forced" only if he knows the answer and refuses to give it.

ADVANCED OPTION: IGNORANTS SPEAK A LOT

It can happen that PC twist or burn a contact which knows nothing. In that case, the GM is authorized to make the NPC say anything to get rid of the players. It is then recommended to consider the way the players burns or twist the contact. So, if tortured, anyone admits anything, while a trained agent and\or someone under the influence of Scorpion drugs can dominate the pain and the stress to send PC on a wrong track, or even straight into a trap.

EVOLUTION

When a player chooses "to twist the arm" of one of his character's contact, he loses a level of Intimacy.

Once at 0, the contact is erased from the character sheet, as if he had been burned. The character becomes unwanted and the contact does not consider him as a reliable relation anymore. It is even possible that he sees the character as an enemy and henceforth he tries to avoid him.

It is possible, "by burning" or "by twisting" a contact, to lose it. In the same way, it is possible to gain a contact while undertaking adventures, or even to strengthen the links which already existed with a pre-existent contact.

Each time a player gets information from a contact of his character, by respecting their relation (which is not the case if the contact was "twisted" or "burned"), for the current adventure, he is said to have managed to appropriately use his contact. He can then mark the space in front of this contact on his character sheet. The same player can realize no more than one appropriate use with the same contact per complete adventure.

Note: *The marks are not erased between two adventures.*

When both squares are marked, the player erases them and can choose to:

- Increase the level of Intimacy of this relation by a point without the GM having to agree;
- Change the nature of its relation for another one only if the GM agrees to it.

Thus a contact cannot exceed the fourth level of Intimacy. The following levels require the same conditions but the relation is intensified only if the GM allows it. He can then stage a particular scenario as an explanation.

Only the GM can decide that a contact is versed with a new domain, even though it might be a consequence of the PC's actions.

RELATION	INTIMACY
A new contact is added	1
A contact is *twisted*	-1
Two *appropriate uses* of the same contact	+ 1

ESTABLISHING NEW CONTACTS

Every time a possibility exists of establishing a contact in an adventure, the GM has to announce it to all the players who decide then freely who will be those of them who add or not the contact to their list. A contact gained it this way always begins at the first level of Intimacy. On the other hand, the GM chooses the nature of the relation. The players have to take this decision when the GM announces the possibility of earning a contact, at the term of a game session most of the time. If the players choose not to add this contact, the contact is considered lost and cannot be acquired during this session anymore. If the contact intervenes in another session, he can be acquired again normally.

INFLUENCE

The influence system is a particular aspect of the interactions. When a character tries to convince somebody to do or to reveal something, the GM can use these rules to simulate discussions during an opposition. Thus the exchanges are simulated pretty much like a combat. The actions and the reactions of interaction can be therefore used during a combat to impress an opponent or make him admit a crime while fighting.

OBJECTIVE

Every player can choose an objective by formulating a sentence which summarizes in which way he wishes to exercise his influence and on whom. The objective **by default** of the users in an influence struggle is "I want my enemies leave me alone", and by indicating the "enemies".

It is not possible to choose an objective when choosing oneself as target, but it can happen that the target is a restricted group (even in opposition) to whom the character belongs.

Examples:

- *"I want this one to move towards this square."*
- *"I want the guard to allow me to pass."*
- *"I want the Countess to tell me if she is the killer."*
- *"I want to stop being afraid of Sophet Drahas." is not a correct objective. On the other hand, "I want our league to investigate a cave of Petropolis." is acceptable.*

As there is a large number of possible influences, they are gathered in three categories manage them with rules.

- If one wants the target to reveal something, it is a Confession.
- If one wants the target to give or exchange something, it involves a Deal.
- If one wants the target to do something, it is a Manipulation.

Influencing a target which one knows is easier than a target which one has never heard of. Thus, if the target is an acquaintance of a character, this character has bonuses to influence him.

Some objectives, instead of insisting on facts, affect the convictions and the feelings of the target: instead of saying "I want the Merchant to give me a 30 % discount on this gem", one can say "I want the Merchant to believe that the gem has a defect". An objective formulated in this way is considered as **indirect**.

The player did not formulate the real objective of his character, but he gave an argument which supports this objective.

INFLUENCE LEVELS

To each type of objective is associated an Influence level. Each character has to earn Influence points (IP) by gambling on actions of interaction until enough points are accumulated to equal the Influence level of the objective. Once this is done, the objective is realized.

The level of an objective is determined by adding certain criteria to the Mastery of the target: the number of influenced characters and the consequences.

- The target under influence cannot be a social group as a whole. On the other hand, it is possible to influence several characters constituting a group. So, a league of five characters can be influenced, but not a guild of several hundreds of members. When an objective is a group, use the highest Mastery among the members of the group as the Mastery of the collective target and increase it by a point per a character in the group beyond the first one.
- The consequences the objective could have for the influenced target affect the level to be reached. These modifiers are not known by the user: if his character tries to urge somebody to give the name of a criminal and if the character to whom the user is speaking to is the criminal, the user is obviously unaware of it. However, an experimented GM is able to create scenarios to answer these lacks or answer the initiatives of his players.
- An indirect objective often tends to manipulate the beliefs of a character rather than is actions. Which is always more complex to achieve. The more the objective questions the beliefs of the character, harder it is to achieve this objective.

It is possible for several characters to choose the same objective (or serve the same plot). In that case, they have to decide at the beginning of the opposition to be rivals or allies.

Rivals: Every one works independently. Every one chooses the objective to reach. In that case, the objective of the rival is not declared.

Allies: The parties cooperate to succeed. Their common objective allows them to add their IP.

Example: *The objective "I want them to leave me alone" has a variable level. It does not require obtaining a Confession or making a Deal, it is thus a Manipulation (4) which can target a group. There will be no ill consequences on the long term for this objective. If a character is bothered by three guards who have no particular reason for picking on him, this objective will thus have a level of 4: 4 for Manipulation, 2 because of the three guards, -2 because the guards have nothing to win and nothing to lose. If the GM decides that the guards really want to annoy the PC, the level can rise to 6.*

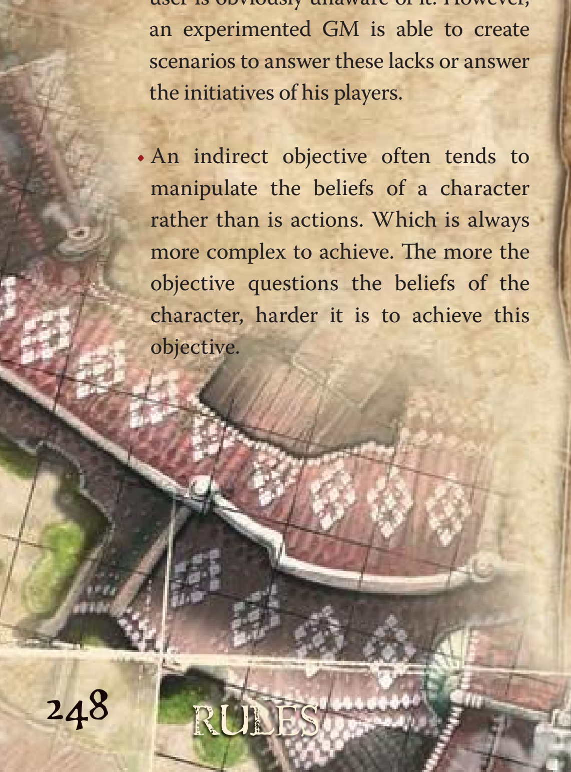
INFLUENCE LEVEL OF AN OBJECTIVE

INTERACTION	NATURE OF THE OBJECTIVE	INFLUENCE LEVEL
Someone wants the target to reveal something	Confession	1
Someone wants the target to look or to exchange something	Deal	3
Someone wants the target to do something	Manipulation	4
Known target		- Intimacy

Collective	**+ 1/character, beyond the first one**
Information gained from a contact	**+ 1 to + POT**

CONSEQUENCES FOR THE TARGET:	
Loss of unimportant resources	+ 1
Loss of considerable resources	+ 2
Loss of his own resources	+ 4
Potential danger	+ 2
Certain danger	+ 3
Mortal danger	+ 5
Going against his will or his drives	+ 1
Gaining resources	-1
Gaining protection	-1
Satisfying his envy or his drives	-1
No ill consequences even on the long-term	-2

THE INDIRECT OBJECTIVE MODIFIERS	INFLUENCE LEVEL
A violent feeling	+ 3
A deep conviction	+ 2
A temporary emotion	+ 1
A vague belief	+ 1
A vision of the world	+ 4



GAINING INFLUENCE

Some actions or reactions allow to generate the earning or the loses of IP. Gambles allow to increase this variation.

An earning of influence is made by adding IP to the objective, by taking gambles on undertaken actions.

The information gleaned from a contact can feed an influence struggle. The GM can decide that information has an IP value (up to Potential of the relation who gave the information).

Besides, once per influence struggle, a player can burn a contact who is not the target to earn information helpful for the intrigue. It must be justified by the player and the contact must be present or able to undergo the action. In return the GM has to deal all the consequences of this choice and stage them in adventures to come. In that case, the player gains as many IP as the Potential of the sacrificed relation.

The target must be influenceable by the contact in question. The latter must be able to help through a privileged relation, information he might possess or a trade which would allow him to carry out an action favorable to the current influence struggle.

RESOLUTION OF AN INTRIGUE

If the level of influence is reached, the objective is fulfilled and the target has to carry out what has been asked of him with the dice from his RP. If the target is unable to do so, it will have to act during its turn with the dice of its AP.

Once the consequences of the intrigue were simulated, the target might notice what happened. The GM is the only one able to decide so - even if the players can try to influence him!

GUILDS

The presentations which follow are built around quite the same format:

Rank: the seven higher guilds are the most powerful of Cadwallon. They include several branches of industry and seek either to control a whole sector of activity of the city, or the mastery of all the stages of a production circuit. Numerous corporate structures live outside higher guilds, but their much lesser influence extends only to the Free City. Some are really independent, others are only masking parallel activities of higher guilds. These lesser guilds have nonetheless a certain weight. Some even have quite an economical power. Contrary to their “higher counter parts”, they do not participate in the Rag’narok and are satisfied with their power in Cadwallon.

Alliances: Reserved for higher guilds. Indicates the nations of Aarklash that the guild often serves in interests of Cadwallon or with whom the guild has agreements outside of the city (most of the higher guilds have trading-posts in the other major cities of the continent).

Trades: List of the typical trades found within the guild.

Potential and Attitude: Guilds possess a Potential which measures their influence and their power, as well as a dominant attitude which is collectively shown by their members.

Headquarters: The district where are the leaders of the guild in Cadwallon can be found.

HIGHER GUILDS

The Architects

Rank: Higher guild
Alliances: Republic of Lanever, Kingdom of Alahan, Empire of Akkylannie, Defenders of Tir-Nâ-Bor.
Trades: Craftsman, Engineer, Warrior-mage, Scholar
Potential: 4
Attitude: Discipline
Headquarters: Drakaër (Pillars)

This truly hermetic association keeps jealously the secret techniques of its members; the guild possesses the monopoly of the stone and metal work in the construction of buildings. The architects are thus members themselves, but there are also masons, sculptors, stone-cutters, siege engineers, glaziers or locksmiths. All these corporate bodies share the same worship for secrecy and protect jealously their expertise.

The Goldsmiths

Rank: Higher guild
Alliances: Limbs of Acheron, Empire of the Syharhalna, Rats of No-Dankar, Empire of Akkylannie, Kingdom of Alahan, Defenders of Tir-Nâ-Bor, Howling pack
Trades: Merchant, Voyager, Courtesan
Potential: 5
Attitude: Style
Headquarters: Den Azhir (Embassies)

In Cadwallon, "Goldsmith" is a synonym for merchant, whereas before it meant those who traded precious stones and metals. This guild thus gathers all the trade companies of the City of the Thieves. To sell goods which one did not produce himself, it is inevitably necessary to be registered with the Goldsmiths. The economic power of such an alliance of interests is obviously unequaled.

Nowadays, the trade companies are so absorbed by their business that they do not care any more about peddlers or the other "street sellers" who trade without a license.

The Thieves

Rank: Higher guild
Alliances: Limbs of Acheron, Web of Ashinân, Empire of Syharhalna, Disciples of the Beast, Rats of No-Dan-Kar, Kingdom of Alahan, Defenders of Tir-Nâ-Bor
Trades: Scout, Cat burglar, Cutthroat, Shrew, Bandit, Miscreant, Spy
Potential: 4
Attitude: Sleight
Headquarters: Soma (Morgue Street)

Heart and soul of organized crime, this guild gave for a long time its name to the Free City. The leaders of the Thieves try to regulate traffics, burglaries and the other malpractices for the Duke. They have a hard time dealing with the manipulations of occult forces well implanted in the city. Indeed, the guild of Usurers is more and more present in the criminal circles of the lower city.

The Blades

Rank: Higher guild
Alliances: All nations
Trades: Soldier, Leader, Marksman, Guard, Merchant, Bandit
Potential: 4
Attitude: Pugnacity
Headquarters: Ogrokh (the Span)

The mercenaries of Cadwallon are famous throughout Aarklash. The guild of Blades assumes the inheritance of the Dogs of war, bypassing the free leaguer. When times are harsh, the mercenaries also become shameless bandits. Finally, only workshops affiliated to the guild have the right to sell weapons, to the great displeasure guilds of the Blacksmiths and Goldsmiths.

The Cartomancers

Rank: Higher guild
Alliances: Republic of Lanever, Rats of No-Dan-Kar, Empire of Akkylanny, Kingdom of Alahan, Defenders of Tir-Nâ-Bor
Trades: Tarot-mage, Scholar, Craftsman, Spy
Potential: 4
Attitude: Subtlety
Headquarters: Den Azhir (The Core)

This guild includes professionals from very different activities, yet representative of the influence of the tarot of Vanius on Cadwë society. Therefore among the multitude of soothsayers, preachers, astrologers and other fortune-tellers, are found the famous tarot-mages. If the latter are the most symbolic members of the guild, one should not forget the other trades bound to the cards which are a part of this organization: card-makers, printers, illuminators and, by extension, heraldists.

The Ferrymen

Rank: Higher guild
Alliances: All nations
Trades: Strong-arm, Merchant, Craftsman, Sea dog, Shrew
Potential: 4
Attitude: Opportunism
Headquarters: Kraken (Quays)

More than a guild, the Ferrymen form a gigantic syndicate which holds in its hand all the axes of traffic of Cadwallon. Transport is totally under the guild's control: ship-owners, pilots who guide ships up to the harbor, dockers who load and unload the goods, cart drivers who make sure of supplying the warehouses of the city. One should not forget coachmen, caravanners and... assassins. The latter left the guild of Thieves following fiscal conflicts.

Thoroughly mastering everything which revolves around transport, the guild of Ferrymen exercises a strong pressure on the Goldsmiths.

The Usurers

Rank: Higher guild
Alliances: nations affiliated to Darkness
Trades: Merchant, Miscreant, Emissary, Spy
Potential: 6
Attitude: Subtlety
Headquarters: Unknown

Today, the Usurers form a secret, yet powerful forces opposing the Duke and the peers of the city. Small discreet workshops hide shady manipulators who take control bit by bit of all crime not affiliated to the guild of Thieves. It is necessary to admit it, the guild of Usurers is a gigantic conspiracy today; their goal is to take over the city to hand it over then to Acheron.

Besides its official money lending activities, the guild also takes care of currency exchange and designs safes. Finally, its craftsmen make the most reliable instruments of calculation available on the market.

LESSER GUILDS

The Dressmakers

Rank: Lesser guild
Trades: Merchant, Craftsman, Alchemist
Potential: 3
Attitude: Style
Headquarters: Var-Nokkt (Dressmakers district)

This guild, small yet prestigious, includes all the "attire houses" which lavishly supply exclusively the upper city. It keeps jealously the trade secret of its plant accessories which conjugate in an original way Daïkinee, Syhar and Akkyshan techniques. Besides these very frivolous activities, the guild of the Dressmakers is the privileged supplier of vegetal poisons for the aristocracy. The exotic and original plants sheltered in its well guarded greenhouses sometimes have other functions that decoration...

The Tailors

Rank: Lesser guild
Trades: Craftsman, Merchant
Potential: 2
Attitude: Sleight
Headquarters: Soma (Heaven heights)

This guild produces the clothes of the Cadwës. Some workshops supply true quality products to the burgers of the lower city, even if their works are barely comparable to the creations of the Dressmakers.

The Bird catchers

Rank: Lesser guild
Trades: Sea dog, Merchant, Miscreant
Potential: 2
Attitude: Opportunism
Headquarters: Drakaër (The Free district)

This small guild has the monopoly on the sale of the exotic animals from the Immobilis archipelago. These "products" cost a real fortune which only very rich people can afford.

The Jewelers

Rank: Lesser guild
Trades: Craftsman, Merchant
Potential: 2
Attitude: Style
Headquarters: Automaton (Precious)

Founded directly by the guild of Goldsmiths who wished to get rid of manual activities, this guild includes all the craftsmen specialized in the crafting of precious matter, such as metals, jewels, china or glass. The Jewelers thus include refiners, lapidaries, jewelers and diamond dealers.

The Blacksmiths

Rank: Lesser guild
Trades: Craftsman, Strong-arm
Potential: 3
Attitude: Pugnacity
Headquarters: Ogrokh (Thunder Vale)

The members of this guild work "inferior" metals; they are the coppersmiths, the chain makers, the blacksmith. The Blacksmiths who produce weapons and armor are authorized to sell their production only to the guild of Blades, except for export (in which case, they have to pay the Goldsmiths). This situation raises some issues. Because of the sales prices imposed by the Blades, fewer and fewer blacksmiths still make weapons. If the tendency is confirmed, the Jewel of Lanever will soon suffer a shortage of weapons in a few years.

Arsenals

Rank: Lesser guild
Trades: Craftsman, Strong-arm
Potential: 3
Attitude: Discipline
Headquarters: Kraken (Buoyancy bay)

Naval equivalent of the guild of Architects, the guild of Arsenals includes the shipbuilding workshops. Since the extension of the lower city, its privileges extended to everything built from wood. Licensed carpenters thus depend from this guild, which constitutes the only exception in the traditional monopoly of the Architects in the field of urban construction. The main customers of the Arsenals are the ship-owners of the guild of Ferrymen who exercise total control over the guild.

The Alchemists

Rank: Lesser guild
Trades: Surgeon, Omnimancer, Alchemist
Potential: 3
Attitude: Subtlety
Headquarters: Trophy (The Fields)

This guild groups includes the activities of the dwarf alchemists and the Dirz alchemists alike. The designing and manufacturing of potions, ointments, philters, but also medical care and various surgical operations are the privilege the guild of the Alchemists. Not very appreciated, this guild keeps jealously its ill-assorted secrets. Ill-assorted, because the climate which reigns within the organization is particularly unpleasant. The apothecaries are disdained by the dwarf alchemists, themselves mocked by the Syhar one. Their only common point: the silence which reigns in laboratories and the mystery which surrounds the practices of the guild.

The Councils

Rank: Lesser guild
Trades: Scholar, Emissary
Potential: 2
Attitude: Style
Headquarters: Gherionburg (Shaproa)

The social and legal life of Cadwallon often urges its richest inhabitants to rely on right-hand men. The Councils try to perform this role, alternately acting as lawyers, as notaries or as skillful intermediaries in “indirect” deals. Nevertheless, this guild possesses very little influence considering its possibilities. The Councils have no corporate awareness. Really, the ultimate ambition of a member of the Councils is to leave his guild to enter the service of a noble family as a magistrate.

The Scribes

Rank: Lesser guild
Trades: Scholar
Potential: 2
Attitude: Discipline
Headquarters: Drakaër (The Free district)

This old-fashioned name stands for the professionals of knowledge; those who are in charge of spreading it and preserving it. Thus the guild includes public letter-writers, clerks of the court, printers and librarians. Contrary to other corporate bodies, the Scribes did not associate to seek wealth, but out of a will to share their taste for writings. Every year, the new members take a public oath. This commitment is known in Cadwallon under the name of “the pact of ink”.

THE WEAPON BEARERS

Trades: Strong-arm, Duelist, Bandit
Potential : 1
Attitude : Pugnacity

The Bearers do not form a guild, but a special corporate body. They are governed by no corporate arrangement, only by the ducal edict which gave birth to them. In Cadwallon, to wound a weapon bearer is a bad omen. If it is always allowed to revile them, even to push them around a little, no true citizen (meaning superstitious) would dare spill their blood...

The Sewer workers

Rank: Lesser guild
Trades: Shrew
Potential: 2
Attitude: Sleight
Headquarters: Var-Nokkt (Shû-Az canal)

The Sewer workers walk the sewerage system of Cadwallon relentlessly, to watch over the proper running of the various mechanisms which regulate it (gates, collectors, locks). They form a secretive caste and are treated as pariahs by the population.

The Sewer workers are easily recognizable: leather leggings, brass eyeglass and pestilent smell. The guild of the Sewer workers is one of the rare organizations authorized to enter the underground of the city; thus it fiercely fights against incursions.

The Favorites

Rank: Lesser guild
Trades: Courtesan
Potential: 2
Attitude: Subtlety
Headquarters: Var-Nokkt (Dressmakers district)

This very discreet guild brags of supplying the best company (male and female alike) within the city. But the Favorites are not vulgar prostitutes. They are fine connoisseurs of art, masterful organizers of memorable evenings and confirmed gourmets. It is also whispered that they possess other abilities: often spies, sometimes assassins or bodyguards... To hire the services of a Favorite, is also to be sure of entering any event of the upper city.

THE SERVANTS

The streets of Cadwallon are not safe, to a point that it is sometimes risky to venture there alone. If the free leaguers appreciate the assistance of their league brothers more than anything else, they sometimes resort to hiring servants. A faithful butler or a untiring torch bearer, servants compensate their lack of initiative with unfailing loyalty... or almost unfailing.

In the Free City, two kinds of servants are particularly famous: weapon bearers and arcanic servants. If the general remarks exposed here apply to all servants, the following paragraphs are specific to of these two families.

GENERAL REMARKS

A servant is a NPC with POT 1 and no name; he works for another character. He is defined by a type (weapon bearer, arcanic servant, etc.) which indicates his function and the particular rules to which he obeys. If a NPC corresponds to the classification of a servant, but is provided with a name or with a POT superior to 1, he then becomes a contact which will accompany a character only if the Intimacy which binds him to the character justifies it.

A servant is always linked to a master; he is bound by a social or mystic tie. This relation is estimated with an Intimacy level (see. *Intimacy,* p.232), but is always equal to 1 when the relation is tied for the first time. It can then evolve the same way as for contacts.

During an opposition, a servant is not managed as a separate character: no attitude is determined, no pool is constituted, no action announced. The servant helps his master by giving him a bonus game effect depending on his function.

This effect is applied only if the servant is within his master's reach. This distance varies according to the type of servant. At the beginning of an opposition, a servant is always placed within his master's reach; unless the situation imposes another position (the GM is sole judge). When the master moves, the servant also moves to stay within his master's reach. However, a servant cannot spend more than his MOV in a round. If, at the beginning of his master's turn, the servant is not within his master's reach, he remains on the spot.

Although he is not managed as a separate character, a servant is not a simple piece of equipment. He can be targeted by a character, notably with an action of confrontation. He has his own characteristics and his own health points, determined according to his race and his culture. If the attitude of the servant must be defined, it is the same as the master's.

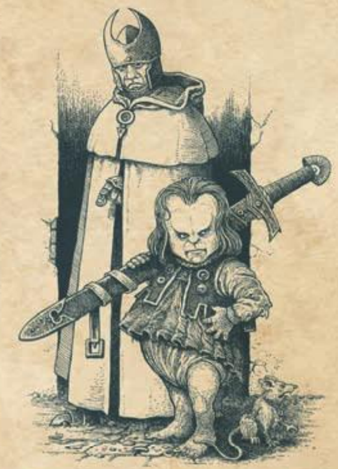
It is possible that a servant stops obeying his master. It can be temporary or definitive (it is then considered treason). The possibility of treason is detailed in the description of each type of servants. Besides, a servant stops temporarily obeying if himself or his master is in rout. A servant who stops obeying does not give a bonus to his master anymore.

WEAPON BEARERS

It is forbidden for beings taller than 1,50 meters to bear weapons in the upper city. Cadwës are used to entrusting their weapons to their weapon bearer

Weapon bearers constitute a specific corporate body in Cadwallon. Humans of small size, children or members of naturally small races, these professionals of the transport of weapons allow to skillfully bypass the rule of the upper city.

A weapon bearer hires his services in a more or less permanent way, and according to regulated rates (as indicated below). It is thus enough to pay a weapon bearer to become his master. Beyond his wages, a weapon bearer builds a clientele of regular customers with who he prefers to work with.



ADVANCED OPTION: FORCE ONE'S SERVANTS

It is possible to force a servant to execute an action not foreseen by his function. During an opposition, it requires a fact (1d6 / DIS) and the servant has to be within his master's reach. When this fact is executed, the servant is not managed according to rules exposed above anymore and the master loses at once the benefit from his servant's function.

At the beginning of the next round, the servant is managed by the GM as a separate NPC. To manage the servant's actions, the master has to resort to various Interaction abilities, benefiting then from the value of the Intimacy level which characterizes the relation between the master and the servant.

The Intimacy which binds a master to a servant falls by a point when the servant is forced since the master "twisted his servant's arm". It is impossible to force a servant whose intimacy is equal to zero.

Once hired, a weapon bearer takes care of carrying all the weapons of his master, within the limits of the weight which he can carry. A character accompanied by a weapon bearer can sheathe and unsheathe these weapons without having to spend of dice. This effect applies as long as the master is within the weapon bearer's reach, and vice versa.

If the weapon bearer is out of reach or unable to act, the master cannot normally reach the transported weapons anymore. To take a weapon in hand, the bearer has to be within his reach. Then, he has to carry out two facts: one to find the weapon among the possessions of the weapon bearer, and the other one to take a weapon in hand.

A weapon bearer stops obeying temporarily if, during an opposition, he loses more health points than his DIS. He is then in rout and flees. Besides, a weapon bearer betrays his master if this one mistreats him or pointlessly exposes him to danger.

WEAPON BEARER

Race: Human
Culture: Upper city
Trades: Strong-arm 1
Potential: 1
Dominant attitude: See the master's attitude
Size: Short (2)
Movement: 3

UnHurt	☐☐
Light Wound	☐☐
Serious Wound	☐☐
Critical Wound	☐☐
INCapacitated	☐☐

Distinctive features: Nanism (see *Secrets*).
Gifts: Conscious
Characteristics:
- PUG 2
- SLE 2
- STY 3
- OPP 2
- SUB 5
- DIS 2

Abilities:
- Disarm/SUB 1
- Dodge/OPP 1
- Feign/SLE 2
- Identify/SUB 2
- Wrestle/OPP 1
- Lounge/STY 2

Knowledges
- Region (Cadwallon) 2
- Culture (Upper city) 2
- Faction (weapon bearers) 1
- Fief (Choose one) 2
- Language (Cadwë) 2

Natural weapons: Fists
Equipment : Purse; lock; chains; chest; leather strips (x 5); trunk; torc; trophies; worn out clothes; 25 ducats and the weapons of the master.

RATES OF WEAPON BEARERS

It is possible to rent the services of a weapon bearer only in the upper city. The availability of such a service is equal to 6. The rate of a weapon bearer depends on the duration for which he is hired and the place where he has to serve. Half of the sum must be paid straight away and the bearer does not carry the money with him.
A rich character or rich as Vanius can have a weapon bearer free of charge if he lives in the upper city. The cost of this service is then included in the way of life.

- **For the day:** 5 D
- **For a week:** 30 D
- **For a month:** 75 D
- **In the lower city:** Cost x 2

ARCANIC SERVANTS

Arcanic servants are magic creatures summoned by the tarot-mages of Cadwallon. Under the appearance of harmless magic familiars, they hide terrible powers (see. *Incantation,* p.256). The remarks explained higher complete these rules.

As indicated higher, it is possible to increase the Intimacy between a tarot-mage and his arcanic servant. However, the scholars of Cadwallon wonder about the sense of this link: does it mean that arcanic servants are creatures of flesh and blood endowed with feelings or does the tarot-mage, by soaking the symbolism of a card, improve his control over the personification of this card.

The arcanic servants can be turned into sublimated elementals servants by the tarot-mage who summoned them. They then stop being simple servants and must be managed as separate characters. However, because of the particular nature of the relation between a tarot-mage and his servants, it is the player of the tarot-mage who plays the sublimated servant.

The Rules

INCANTATION

The moon was shining on ramparts glittering with frost. Yet it wasn't the cold but the excitement that was making Alcyde shiver as he followed his master in a maze of tortuous alleys. The young apprentice knew nothing of their destination and tried to figure out where he was as best he could in this unknown district.

At the end of a long and silent march, Estophelas stopped in the middle of a small courtyard and, with a wide movement, asked the escort to get in place. He then turned to his apprentice.

With trembling hands, the apprentice opened his gem case and pulled out his immortal of Light. Then, turning slowly on himself, his eyes closed, he searched in his mind for the faded mark of a portal. Opening his eyes, he found himself facing a walled archway.

His master raised a bushy eyebrow.

— So, dear student? Did you find the threshold of the first voyage?

— I can see where it is, but I can't identify its essence.

Sighing softly, Estophelas spoke again, his soft voice having a firm tone.

— You must learn to percieve the subtle nuances of mana. To feel is a precious talent, but now, you must comprehend the nature of the portal.

With his finger, the magician traced the archway, which glittered slightly.

— Air! Yelled out Alcyde, sure of himself. It's a Realm of Air!

— Good, very good. Now, lead us through it to Splitstone.

Alcyde concentrated, speaking the formulas studied at length. He struggled, his forehead dripping with sweat, the portal remained closed.

His master coughed softly and grunted a few words: "lesson 113...the keys."

Alcyde hesitated. Remembering at last, he looked around while reciting: "a threshold is often protected by a seal to prevent it from being used."

After a few minutes, the young man found what he had been looking for: the word "Ectelio", carved at the foot of the wall in tiny barhan letters.

The courtyard filled with a freezing wind, sign of the opening of the portal. Estophelas was about to congratulate his student, but stiffened as his pendant began to glow.

His apprentice turned to him, his face oddly pale and his eyes glowing. He then spoke with a voice that was not his.

— Mercy, master, I want but to deliver my message, after which I'll leave this body.

— Speak, creature! bellowed Estophelas with an imperious tone.

— You must warn the inhabitants of the Arcades of a great danger. Your land is not the only one threatened by Darkness!

Opening his hand, the apprentice dropped a crystal covered with symbols.

— Give them this, the voice went on, imploring. They're coming!

Like a ghost, a misty silhouette scrambled out of the apprentice's body which fell to the ground.

At the same moment, a monster crossed the threshold. The men-at-arms ran to it, but Estophelas knew they would be of little help against an Immortal of Darkness. Concentrating his will and drawing from the resources of his gems, the magician spoke loudly the antique formula of supreme banishment.

The creature resisted, struggling with rage and letting out blood-curling screams. It was then caught in a bolt of lightning, then quiet settled back into the courtyard.

Estophelas leaned over his disoriented student.

— You've succeeded, even though the experience was somewhat troubled. You will now be able to bear the name of Alcyde of Farseal. I must leave you now, as urgent matters require my attention. Go back to the study and rest.

Having spoken these words, Estophelas faded into the darkness.

THE ELEMENTS

All life on Aarklash is bound by cosmic energies called *Elements* by scholars. The fluctuations and balances that bind these forces influence not only the behavior of living creatures, but also the magical manifestations of Creation. There are 6 Elements, and *primordial Elements* are distinguished from principal Elements, or *Principals*.

- ***Water*, *Air*, *Earth* and *Fire* are the primordial Elements. They are naturally present on Aarklash. Their manifestations are visible every day.**
- ***Light* and *Darkness* subtly influence the Elements.**

When magicians manipulate the Elements, they refer to *domains*.

THE PRIMORDIAL ELEMENTS

The primordial Elements are intimately linked to each action or manifestation in the material world. All of them attract or push back one another, but none is supposed to have supremacy over the others. When, under the influence of a great power or a foolish magician, this happens, the result is always disastrous and of irreversible consequences.

Each Element has its contrary, an opposite Element with which it is in constant struggle. These elemental oppositions guarantee Aarklash's balance.

Water is unpredictable, cannot be caught and is often excessive. It opposes Fire, destructive, insatiable but purifying

Earth, principle of fertility is unchangeable yet malleable. It opposes Air, quick and intangible.

The Principals

Light, symbol of purity and harmony is benevolent. It opposes Darkness, pernicious and underhanded, yet attractive. Mysterious, Light opposes only Darkness. The latter Principle's corrupting nature means that it opposes every other Element, including itself. Thus, Darkness can annihilate the magic it generates, while only Fire could counter the influence of Water.

Light is the principal which governs evolution while Darkness reigns on entropy. They both influence the four primordial Elements. They bestow Good and Evil, values inherent to all self-aware beings. They have a conscience which, fragmented as may be, tries to survive and expand its influence on primordial Elements.

From sublime to solid

Mana is the source of all magic. Drawn from divine essence, it crystallizes in the shape of precious stones gorged with elemental energy: the gems. These no longer exist in their natural form on Aarklash. They are brought back from other universes by highly skilled mages, the **Voyagers**, who go from world to world by going through enigmatic thresholds. Gems are therefore rare and costly. Even experimented Voyagers have trouble distinguishing the stones, vulgar or precious, which are found throughout Creation.

Scholars classify gems in two categories: the **ephemeral** ones, which turn to dust once their energy is consumed, and the **immortal** ones, whose potential is replenished progressively. Immortal gems are rarer than their ephemeral sisters. They are coveted and are the object of cut-throat commerce on Aarklash.

The immortal gems' process of regeneration is known as the **Rebirth**. This phenomenon is little known among the profane. Only magicians have been able to discern it. Its rhythm seems to be affected by the whims of an unknown force – indeed, an immortal gem can be reborn entirely in a few seconds. However, the destiny of many mages caught up with them because they had overestimated the Rebirth of their gems.

THE SIHIRS

The most common manifestations from the Realms are magical beings who incarnate one of the Elements. Called Elementals, these creatures serve the magicians who draw them from their world of origin for the duration of a quest.

The elemental lords, the Sihirs, rule the worlds of origin of these creatures. They respect the inhabitants of Aarklash, even envy in the case of some of them, for they live in a unique world from the point of view of magical physics (at the heart of Creation, in total balance Element-wise...). However, they do not accept that Elementals be bound for too long by magicians. The members of a Sihir's court therefore respect these scholars of magic as long as these magicians show the same respect towards their ruler. Moreover, the Sihirs are fascinated by instinctive magic, to the point where orcs have become a conversation topic in many Realms.

THE REALMS

Other worlds than Aarklash exist in Creation: the *Realms*. Their nature is often a source of confusion among the profane. Many types of Realm exist, and their whole is what scholars call Creation.

The more common Realms in the universe are of an elemental nature. They are therefore intimately bound to the domains. The ***primordial Realms*** are therefore linked to Air, Water, Fire and Earth. There also exists **principal Realms** linked to Light and Darkness. The former are called celestial and the latter abyssal.

Each elemental Realm is divided into a multitude of places which have their own physics, moral and biological laws. Each of these “universes” has a unique an autonomous existence, just like Aarklash. All are populated by different species who live together despite their evolutionary differences and according to the nature of their environment. These outsiders are not all made of flesh and bones. Indeed, the domain that influences a Realm has a strong impact on the aspect of its inhabitants. Thus, Realms of Darkness are inhabited by Darkness Elementals, irae tenebrae, morbid puppets, etc.

Between the worlds

The Voyagers who go from world to world by using rare and coveted portals take **gems** back from the elemental Realms, indeed, these magical gateways generally appear only for a few days. Legends and rumors, however, state that some permanent portals leading to specific Realms exist.

The rarity of portals is no stranger to that of the gems on Aarklash. The battles of the Rag’narok force the magicians, who grow more numerous on the battlefields every day, to use immortal gems.

At the heart of Creation

Aarklash distinguishes itself from the other Realms in many ways. It is the world of origin of beings made of flesh and blood, and even though the common people has no clue about this, the magicians are sensible to this uniqueness. They understand it more and more as they ponder about Creation, practice their art and meet inhabitants from other “planes of existence”.

Aarklash is one of the rare worlds where all the Elements are in perfect balance. If one of them were to prevail on the others, the consequences would be disastrous. It is therefore with a certain anxiety that the elemental lords, the Sihirs, watch the recent emergence of Darkness.

In a rare quirk of Creation, Elementals cannot manifest on Aarklah without having been invited to. This and the long absence of mana in its natural shape has convinced the Voyagers to make Aarklash the most important gem trade ground in all of Creation.

One form of magic is practiced nowhere else in Creation but Aarklash: instinctive magic. It is exclusively practiced by the orcs. Like that young race, it is turbulent and hard to control.

Finally, the mages of Cadwallon deal daily with the mysterious tarot-mages (detailed later).

The Great Circlet

Aarklash is a special Realm in Creation, and Cadwallon is a special place in Aarklash, a place where the barrier between the Realms is weaker. There also exists a handful of these worlds which are considered as “bordering” Aarklash and whose frontier meet the Realm of mortals at the very location of the Jewel of Lanever.

The Realms that “touch” Aarklash at Cadwallon are part of a group called the **Great Circlet**. These worlds symbolically border the city and are decorated with the precious mana gems so loved by magicians. Indeed, unlike Aarklash, they do not lack mana.

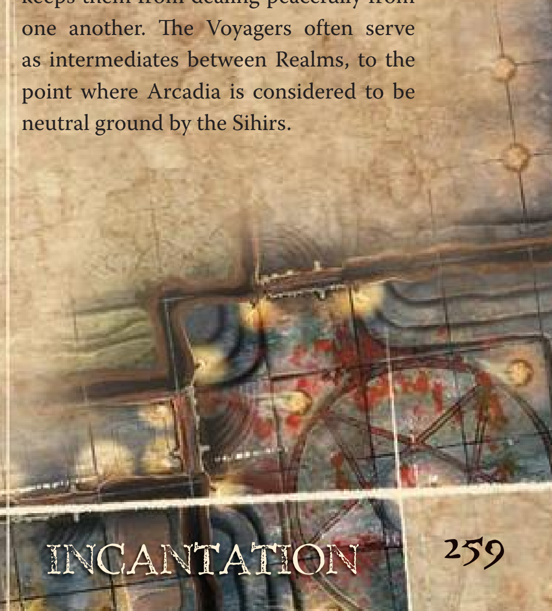
These Realms are also the birthplace of many magical manifestations. Some scholars are surprised that Aarklash, which seems to be near the perfect balance point between the Elements, could be so close to primordial Realms so marked by a single elemental power.

The Great Circlet, with Aarklash, composes a balanced and stable group of six Realms. In the past, this number was different, if the tales of some of the older races such as centaurs and giants are to be believed.

Oddly enough, the meeting points between the Great Circlet and Aarklash are also marked by great cities, which are self-contained enclaves, which were given the name of “world-cities”, since beyond these populated centers, these realms seem uninhabited.

The Cadwë magicians think that their city has created “reflections” in these nearby worlds. This opinion is naturally counterbalanced by that of the Great Circlet inhabitants’, who feel that Cadwallon is nothing but a pale imitation of their world. Beyond these arguments, a few troubling similarities in their histories seem to point at a link between all of them.

Four elemental cities therefore border Cadwallon. Their inhabitants sometimes stay in Arcadia, the Voyagers burg. These reflections have needs which complement one another, but their antagonistic nature keeps them from dealing peacefully from one another. The Voyagers often serve as intermediates between Realms, to the point where Arcadia is considered to be neutral ground by the Sihirs.



THE UNFINISHED REALMS

The elemental Realms communicate with one another through portals. At the edges of Creation, odd Realms, where no law could resist the whims and desires of those who live there, exist, however. These lands of dreams and nightmares are free from the burden of time. They are forgotten by all, as they are incomplete, as if they were abandoned. Scholars call these unfinished Realms.

It would seem that no Voyager has ever found a permanent entrance to such a Realm. The only way to enter such a place would be through a spontaneous portal or following a mistake during the creation of a portal. Moreover, would a Voyager come across an unfinished Realm, the chances he would notice it are slim, and not much greater were it inhabited.

Witness reports regarding unfinished Realms say that their reality is entirely based on the will, hidden desires or fears of their inhabitants. It would only require to change these beings' perception of their own world for it to be changed consequently.

The mage Kyllion the Ancient, great explorer of the Alahan Crown, has called this phenomenon the ideal. He once hypothesized that at the origin of Creation all Realms were unfinished, as no one inhabited them. When the gods reached these far Realms after their exile, they defined the first ideals of these unexplored territories.

By trying to return to Aarklash, the gods attracted the faithful and power-hungry magicians to them. Thus, the virgin Realms which separated Aarklash and the land of exile of each god were explored by mystics, however briefly, and their ideals were traced by those who thought were discovering them!

If we follow this train of thought, the unfinished Realms would be beyond, or at the edge, of the Realms of exile of the gods... and the intent of each god would be to impose his ideal on all of Creation's Realms. An interesting idea, but which unfortunately cannot be verified!

Yet some unfinished Realms haunt the legends and tales of the most fearless Voyagers. Two forgotten civilizations, the Utopia of the Sphinx and the Ophidian Alliance, would have retreated into unfinished Realms.

They would still be waging war across all of Creation, destroying worlds on their passage...

The most fervent believers in the existence of unfinished Realms are magicians from the fratricide paths of **hermetism** and **typhonism**. For adepts of these paths, reality is determined by those who perceive it. He who imposes his will upon the primal forces of the Realm he is in therefore dominates "his" reality.

Magicians of both sides have suggested numerous times that they had access to unfinished Realms and that they had built fortresses there which would make the fortress of Kaïber's pass, high point of the war between the Alliance of Light and the Limbo of Acheron, look like a child's toy.

MAGICIANS AND SPELLS

Both feared and respected, magicians are rare and their services were always in demand. Ever since the fires of the Rag'narok have started to burn all around Cadwallon, most of these were called back to help the armies involved in this titanic conflict. The rare few magicians left in town are therefore either: inexperienced, deserters, stateless (as they were born in Cadwallon) or in a mission.

THE INITIATION

The magicians and the Voyagers are almost a caste. They recognize four degrees of mastery over mana, which they call levels of initiation: initiates, adepts, masters and virtuosos. The Cadwë mages have added new degrees to this nomenclature, which come from their peculiar vision of magic.

The first Element a mage is taught to master is his **primary domain**. Moreover, the **path** of his original race is the one he learns first. However, most races don't hesitate to experiment and thus develop other paths. Some Elements also happen to be forbidden to initiates, adepts and masters. These are called **forbidden domains**. Before studying his culture's path, a magician initiates himself to the occults arts through **Primagy** and domain paths.

THE GEMS

The magicians draw their power from the mana which crystallizes into gems of vastly varied properties. Most of the time, they classify them depending on the Element they contain. The Voyagers appraise them according to their magical potential, called mana **Reserve** and more importantly, their **Rebirth**, which differentiates ephemeral gems from immortal ones. The solidity, aspect and even size are taken into consideration. This is how a goblin trader sold a fabulous Fire gem for a king's ransom to disciples of Merin, before the Akkylanians realized that the size of the gem made it impossible to carry!

The gems are a magician's most important possession. To protect them from damage and thefts, they keep them in a case, which is sometimes enchanted: the gem case. By extension, this term refers to all of the gems owned by the magician. He forges with them a privileged bond which allows him, to some extent, to know where they are. However, gems are magical objects which can't completely be tamed. It sometimes happens that the link between the magician and his gems break when he is drawing from their mana. This phenomenon is called the Rupture.

THE PATHS OF MAGIC

Each race masters a number of paths of magic which are unique to them, associated to primary and forbidden domains.

Each of the cultures has their own way of naming their magicians and warrior-mages.

The paths of magic each have a decorum: a mix of gestures, words and use of objects. The decorum is a way of using a gem's mana to cast a spell. It can be fatal to the magician or cause him to be spotted. The specific nature of decorum varies according to the path of magic used. However, some of them do not have a fixed decorum – magicians then use the decorum of the preferred path of their race. As the Cadwës do not have a cultural path, they use the decorum of their mentor, freely chosen.

INCANTATE

A magician must have at least one mana gem to be able to incantate a spell. A gem of that sort is always associated to an Element or a principal, which can never change. To use a gem, a magician must be bound to it. During character creation, a magician is automatically bound to all gems associated with the same Elements as the Incantate (Element)/Special skills he has. Afterwards, he is automatically bound to the gems he gains between games. During the game, he can bind a gem using his Subdue/PUG ability. The maximum amount of gems a magician can be bound to is equal to the total of his incantation trade ranks.

THE MANA

The mage draws from his gems the mana necessary to incantate. These points may come from different gems, as long as they are all of the Element used for the spell.

At the end of each round, each gem gets as much mana as its Rebirth. Moreover, a magician can try to make one of his gems regain mana with a Channel/OPP test. A gem can never contain more mana than its Reserve can allow. An ephemeral gem can never regain mana.

THE INCANTATION

The incantation of a spell requires an Incantate (Element)/Special test of the Element required by the spell. The attitude associated to that ability is determined by the character's culture.

Because of the specific nature of magic, the following rules are applied:

- The character must spend as much mana points as the cost of the spell. These points must all come from one or more gems of the Element required by the spell. These points are spent whether or not the incantation is a success.
- The magician can decide to spend more mana than the spell's cost. These points must come from gems of the same Element as the spell. Each extra point gives a quality by default without taking a gamble.

COUNTER MAGIC

Two reactions are specific to the incantation: Incantate (Element)/Special and Feel/SUB. Each of these abilities corresponds to one of the two methods used for counter-magic: countering and absorption. In both cases, the opponent must be within range of the spell, even if he isn't the spell's target. If the range is "personal", the reacting magician must be in contact with, and must see the acting magician.

Absorption consists in destroying mana using its opposite. Before making his test, the opposing player must spend as many mana points as the cost of the spell. These points must come from the Element opposed to the one used in the spell.

Special cases:

- *In the case of a Primagy spell, the gems required to absorb depend on the nature of those used to the opposing magician.*
- *An instinctive magic spell cannot be absorbed. All the same, an orc cannot counter a spell.*

Countering consists of smothering the magical energies of another mage at the moment of the incantation. Before proceeding with his test, the opponent must spend a mana point of any Element.

INCANTATION AND STEALTH

The incantation of a spell is obvious, due to its decorum. However, a gamble taken at the time of the Incantate (Element)/Special test allows the suppression of one element of decorum. If one element is thus suppressed, the TL is only increased by a point. If two gambles are taken, the casting is stealthy. A Look out/DIS test is required to spot it. In the description of the paths of magic, each decorum element is identified by a "•" mark.

However, even without decorum, it remains possible to spot an incantation, as long as the magician himself remains visible. It is therefore always possible to react to an incantation, unless the magician is hidden and has suppressed all of the elements of decorum of his spell.

SPELLBOOKS

Each spell is described according to the following format:

Name of the spell

Cost: The amount of mana point(s) the character must draw from his gems to cast the spell. The letter preceding that amount tells us which Element or Principle is required. ● is used for instinctive and primagy spells. It represents "neutral mana", which is mana of any type. **Difficulty:** Indicates the difficulty for the Incantate test. "Free" means that the player chooses a difficulty before casting his spell. The linked attitude depends on the magician's culture.

Target: Tells what is affected by the spell.

- **Personnal:** The mage is the one who benefits from the spell's effects.
- A **character**, a **creature** and/or an **object**: this means that the effects are applied to a character, a creature or an object chosen by the magician. Sometimes the very nature of the target may be indicated. For example: a magician, an Elemental, a sword, etc.
- A **area of effect** indicates the area (in squares) in which the spell's effect takes place. The spell's description indicates which elements are affected in this area.
- **Area** indicates that the effects of the spell are applied to the entire targeted area. The spell's description indicates what elements are affected in this area.

Range: the maximum distance, in squares, within which the target of the spell must be. A magician must have a line of sight on his target. However, certain special ranges exist:

- **To sight:** The range extends as far as the magician can see;
- **Tile:** The range covers the entire tile on which the magician is;
- **Board:** The range covers the whole game board;
- **Fief:** The range extends to cover the whole fiefdom in which the character is;
- **Cadwallon:** The range covers the entire city (1).
- **Aarklash:** The range covers the whole continent (2).
- **Realm:** The range covers the whole Realm in which the magician is.
- **Creation:** The range of the spell is unlimited

Duration: The length of time during which the spell has an effect.

Followed by the game effect of the spell and possibly extra effects taking place if gambles were taken.

Sometimes, one of the entries is noted as "Special": the way of knowing what it can be chosen as will then be indicated in the text describing the effects of the spell.

Note: *To know the amount of damage inflicted by a spell, the same rule as firearms damage is used: the player rolls as many dice as the POW used and keeps two dice.*

AIR

The path of Air reigns over movement, whether that of beings, arrows or feelings. It is practiced by swindlers, spies and thieves of every race.

Decorum: The cultural preferred paths'.

Air of fascination

Cost: 2 ◉

Difficulty: Target's MAS +4

Target: Character of creature

Range: 8 squares

Duration: 5 rounds

The target is caught up in the magician's words. It must place all of its dice in reaction and suffers a -2 to all of its actions.

The magician can do nothing but talk with the target for the duration of the spell. Any action against the target will interrupt the spell.

Air walk

Cost: 3 ◉

Difficulty: 7

Target: Character or creature

Range: Control Zone

Duration: 2 rounds

The target can immediately move five squares, ignoring obstacles of medium or smaller Size (SIZE 1, 2 or 3) and any negative modifiers caused by the type of ground.

Force chance

Cost: 2 ◉

Difficulty: 7

Target: Personal

Range: 0

Duration: One hour

Under the effects of force chance, the magician's player will be able to modify the result of a die by a point, in order to augment his final result or benefit from the adding rule more easily.

Murmur's breath

Cost: 2 ◉

Difficulty: 7

Target: Character

Range: Area

Duration: Instantaneous

The magician transmits a message to a character who is far from him, but in the same Area. This message must be spoken in a quick sentence: subject, verb, complement. It is completely inaudible and undetectable by anyone but the target.

Each gamble allows to affect an extra target or to transmit an extra sentence.

Punishment of heaven

Cost: 1 ◉ per targeted weapon

Difficulty: 5 + 1 per targeted weapon

Target: 1 or more ranged weapons

Range: Control Zone

Duration: 2 rounds

Every ranged or throwing weapon benefit from a (1 + gambles) bonus to their ranges.

Wind of ecstasy

Cost: 2 ◉

Difficulty: 8

Target: Character or creature

Range: Area

Duration: Instantaneous

At the beginning of the next round, the player steals a die from a PC or NPCs reserve to add it to his own. He can get a pool size of up to 2 x POW this way.

(1) : *If the magician is in another Realm when he casts a spell with this range, this means that his spell will still have an effect in Cadwallon, even though he isn't currently there! However, if he is in one of the elemental reflections of the free City, the range then affects that whole mirror-city, and not the original city.*

(2) : *If a magician is in another Realm when he casts a spell with this range, its effect take place of Aarklash, even though he isn't currently there!*

BLACK MAGIC

Black magic is born of blood and suffering. The Akkyshans sacrifice living beings to it in order to channel mana.

Decorum:

- The mages of this path look like they are weaving a web before them, all the while making deep sounds.
- They use some of their own vitality as a component to the spell, which causes a slight alteration of their being. They give goose bumps and a slight feeling of unease to people around them. This permanent transformation sometime causes problems to the Akkyshans when they are trying to integrate into society.

Ghost in the web

Cost: 3 ●
Difficulty: 9
Target: 1 interaction objective
Range: Area
Duration: 1 hour

Under the effect of this spell, the target number of an action taken by the magician is reduced by two points (to a minimum of 1).

Two gambles allow to increase that reduction by a point.

Howling death

Cost: 3 ●
Difficulty: 9
Target: Character or creature
Range: 8 squares
Duration: Instantaneous

The target suffers from a Damage roll (POW 6). If this roll does not inflict a wound, howling death ends. If the target takes a wound, the magician's player may target another enemy miniature within an area of three squares, centered on the first target. The magician does not need line of sight on the second target. This target suffers a (POW 3) Damage roll. If it takes a wound, howling death keeps going and hits a last target (POW 1).

Oath of torment

Cost: 3 ●
Difficulty: Target's MAS +4
Target: Character or creature
Range: 6 squares
Duration: 2 rounds

The Wound penalties suffered by the target of Oath of torment are doubled.

Touched by darkness

Cost: 3 ●
Difficulty: Target's MAS +4
Target: Character or creature
Range: 8 squares
Duration: 5 rounds

During the incantation, the magician splits two points of penalty between the target's DEF and MAS.

Two gambles allow to increase the penalty by a point.

The effects of this spell cannot be cumulated.

Weaver's dexterity

Cost: 2 ●
Difficulty: 6
Target: Personal
Range: 0
Duration: 2 rounds

The target can move normally on vertical surfaces, without having to undergo Climb/SLE tests. No matter what the kind of surface is, the MOV cost of each square is 1.

Widow's friendship

Cost: 3 ●
Difficulty: Target's POT + 3
Target: Character
Range: Area - visible
Duration: One day

Any test made by the target to make influence struggles in which the magician takes part, automatically fail.

CHTONIAN

Chtonian magic rules in the depths of the earth, where the magma boils up, where the dwarves of Mid-Nor have gathered. Their lictors drain the energies of organic compounds in the corrupted air of Aarklash's abyss.

Decorum:

- Their rites are very strange, it looks like a nervous dance made of jerking motions, during which the lictor is overcome with spasms.
- By manipulating his canopic doll, he invokes the chtonian powers by using their true names.

Celerity of Shadows

Cost: 2 ●
Difficulty: 6
Target: Character or creature
Range: Control Zone
Duration: Instantaneous

The target's MOV is increased by (1 + gambles).

Confusion

Cost: 3 ●
Difficulty: 7
Target: Character or creature
Range: Area
Duration: Instantaneous

This spell must be cast right after the deployment of miniatures on the game board. The character can move a miniature to a square next to the one it is currently standing in. The target is then Stunned.

Two gambles allow to affect an extra target.

Curse

Cost: 3 ●
Difficulty: 8
Target: Character or creature
Range: 6 squares
Duration: 2 rounds

For every test of a confrontation or exploration ability this round, a result of ⚁ on the die roll is considered to be a result of ⚀.

Harassment

Cost: 1 ●
Difficulty: Target's PUG +4
Target: Character or creature
Range: 4 squares
Duration: 2 rounds

The target ignores its (DAM) bonus during the resolution of Damage rolls it will inflict this round and the following round.

Hydra's resilience

Cost: 2 ●
Difficulty: 7
Target: Character or creature
Range: Control Zone
Duration: 5 rounds

The target gets an extra Withstanding die. Two gambles allow an additional extra die.

Putrefying skin

Cost: 2 ●
Difficulty: Target's MAS +4
Target: Character or creature
Range: 8 squares
Duration: 5 rounds

The target of this spell sees the result of his interaction tests lowered by (1 + gambles) points.

DARKNESS

The elemental path of Darkness brings suffering and terror to those on who it is inflicted. It is used by the races who fight in the name of this Principal.
Décorum : The cultural preferred paths'.

Beastly aura

Cost: 3 ●
Difficulty: NM +2
Target: Area
Range: 0
Duration: 5 rounds

Under the effect of this spell, the reaction of all NPC is read in the "Creature" column of the threshold levels associated with the Area. This spell immediately ends if the TL diminishes.

Chains of Darkness

Cost: 2 ●
Difficulty: 7
Target: Character or creature
Range: 8 squares
Duration: 2 rounds

The target immediately suffers a (1 + gamble) penalty in Defense (DEF).

Darkness

Cost: 1 ● per light source
Difficulty: 7
Target: 1 light source
Range: Area
Duration: 5 rounds

The magician can lower the radius of lighting, possibly reducing it to 0. In this case, the light source is not extinguished, merely smothered. This spell has no effect on the luminosity of an entire Area.

A gamble allows to affect an extra target.

Desired confession

Cost: 3 ●
Difficulty: Target's MAS +4
Target: 1 contact
Range: 8 squares
Duration: 5 rounds

The magician can obtain the answer to two questions when he twists the target's arm. The loss of Intimacy is the same as it would be in normal conditions.

Flight of the soul

Cost: 2 ●
Difficulty: 8
Target: Personal
Range: 0
Duration: 2 rounds

The magician leaves his body on the square he was occupying at the time of the incantation. His spirit has the same characteristics and abilities as his physical form. Invisible and intangible, he goes through obstacles and cannot be affected by the physical worlds, and vice-versa. The mortal coil of the magician is immobile and defenseless. It seems like a dead body.

A gamble can increase the duration of flight of the soul by a round.

Putrescence

Cost: 3 ●
Difficulty: 7
Target: Character or creature
Range: Area - visible
Duration: Instantaneous

The target suffers a wound with a POW equal to the magician's highest incantation trade rank. This wound is Penetrating/Ø. However, the target's MAS must be subtracted from the Damage roll's final result..

Each gamble allows to increase the final result of the Damage roll by a point.

This spell has no effect on characters, or creatures, which are immune to fear.

EARTH

The path of Earth turns its practitioners as hard as stone and as impassible as the Ægis. It is useful to mages confronted by the hostile nature of Aarklash or against the dangers of the Realms.

Decorum: The cultural preferred paths'.

Fists of stone

Cost: 3 ●
Difficulty: 7
Target: Character or creature
Range: Control Zone
Duration: 2 rounds

The target gains a +2 bonus to her POW when using her natural weapons.

A gamble can increase the duration of fists of stone.

Gem of artifice

Cost: 2 ●
Difficulty: 8
Target: 1 square
Range: 8 squares
Duration: Special

A marker is placed on a square within range of the spell. The trap activates if:

- A character moves through that square;
- A character move through an adjacent square and fails a Dodge/OPP (7) test.

The gem of artifice causes a (POW 3) Damage roll for the character on the square and a (POW 1) Damage roll of those on adjacent squares.

Granite's opacity

Cost: 3 ●
Difficulty: 8
Target: Personal
Range: 0
Duration: 5 rounds

The sounds, smells and light emitted by the magician and all characters within his Control Zone are more difficult to perceive. A -2 penalty is applied to any actions that try to detect them.

On known land

Cost: 3 ●
Difficulty: 8
Target: Personal
Range: 0
Duration: 1 hour

The magician is always considered as having the favored attitude when using an exploration ability.

Rock's will

Cost: 2 ●
Difficulty: 7
Target: Personal
Range: 0
Duration: 1 hour

The magician benefits from a +2 bonus to his MAS for the duration of the spell.

A gamble can increase the duration of rock's will by an hour.

Strength of Earth

Cost: 3 ●
Difficulty: 8
Target: Personal
Range: 0
Duration: 1 hour

The POW of damages inflicted to the magician by fire, cold, falls, poisons and drowning are reduced by 2d6.

FAYERY

Fayery allows daïkinee elves to live in symbiosis with nature. Their sentinels know how to awaken its protective spirit.

Decorum:

- Using their clear voice, they sing about the bounty of the eternal forest, and for it to give them its boon, all the while making an intricate pattern in the dirt or carving a piece of wood.
- They need an insect in their immediate environment to be able to commune with nature.

Faye Sentry

Cost: 2 ●
Difficulty: 7
Target: Personal
Range: 0
Duration: 1 hour

The magician is never considered to be caught off guard.

Faye stunning

Cost: 3 ●
Difficulty: 9
Target: Target of an influence struggle
Range: Area
Duration: 1 hour

Under the effect of the spell, the influence level of an objective targeted by the magician is not negatively modified by consequence modifiers.

Perfect symbiosis

Cost: 3 🟢
Difficulty: 8
Target: Character or creature
Range: Control Zone
Duration: 5 rounds

The target masters his environment. When he moves, he considers each square to cost only 1 MOV.

Quithayran sap

Cost: 3 🟢
Difficulty: 7
Target: Personal
Range: 0
Duration: 5 rounds

The magician gains two health points for every dice in his reserve which he hasn't used this round. These dice are now considered to be used and cannot be added to next round's dice.

Roots of wrath

Cost: 1 🟢
Difficulty: 8
Target: Character or creature
Range: Area - visible
Duration: 2 rounds

The target's MOV is reduced by a point. Once the incantation is finished, the magician can sacrifice mana to replace the spell's original effect by the one described:

+1 🟢 **:** The target's MOV is reduced by 2 points.
+2 🟢 **:** The target's MOV is reduced by 3 points.
+2 🟢 **and 1** 🔴 **:** The target's MOV is reduced by 3 points and he suffers a POW 3 Damage roll.
+2 🟢 **and 2** 🔴 **:** The target's MOV is reduced by 3 points and he suffers a POW 5 Damage roll.

Weakening

Cost: 2 🟢
Difficulty: 7
Target: Character or creature
Range: 8 squares
Duration: 2 rounds

The Damage rolls inflicted by the target are reduced by (1 + gamble) points.

FIRE

The path of Fire is powerful and unstable, like the Element which it comes from. It is used by warriors, soldiers and brutes of every race.

Decorum: The cultural preferred paths'.

Boiling blood

Cost: 2 🔴
Difficulty: Target's MAS +3
Target: Character or creature
Range: 8 squares
Duration: 2 rounds

The target immediately changes its attitude to Pugnacity. This change does not cost him any dice and he will have to keep this new attitude for the next round.

Diplomacy of weapons

Cost: 2 🔴
Difficulty: 7
Target: Personal
Range: 0
Duration: 5 rounds

Under the effects of this spell, a page may use his PUG or his SLE for any ability which has to do with interaction instead of using the attitude indicated in the description of an action or reaction.

Fireball

Cost: 3 🔴
Difficulty: 8
Target: Character, creature or scenery element
Range: Area - visible
Duration: Instantaneous

The target suffers a (POW 3) Damage roll. Characters and scenery elements in adjacent squares also suffer from a Damage roll with a POW equal to half (rounded down) of the original POW.

A gamble and an extra point of Fire mana can increase the POW by 1.

Wall of fire

Cost: 3 🔴
Difficulty: 8
Target: /
Range: 4 squares
Duration: 2 rounds

A wall of fire appears in a straight line of (1 + gambles) squares. These must be empty – no characters or obstacles. The wall of fire blocks line of sight and causes Damage rolls (POW 3) to any character trying to cross it.

Will-o-the-wisps

Cost: 3 🔴
Difficulty: 8
Target: Special
Range: Area
Duration: 5 rounds

The magician places three 🔴 markers on the squares of the game board. These only give light on the square they are on. By putting more than one will-o-the-wisps on the same square, the magician increases the area of lighting by one.

A gamble and an extra Fire mana allow to create one additional will-o-the-wisp.

To the torch

Cost: 2 🔴
Difficulty: Target's POT +4
Target: Personal
Range: 0
Duration: 2 rounds

The magicians' opponents cannot use any abilities to increase their DEF against his attacks.

HERMETISM

More than merely an art, hermetism is a science which is practiced with caution. Its inventors, the mages of Alahan, consider it to be the quintessence of the Elements: Light.

Decorum:

- Hermetic mages recite complex formulas while tracing esoteric symbols in the air.
- To keep them from making a mistake, they generally use a spell book or parchment sheets. The symbolic drawings they read in these help them concentrate.

Ancestor's protection

Cost: 2 ○
Difficulty: 7
Target: Personal
Range: 0
Duration: 5 rounds

The magician becomes blurry. He gets a DEF bonus (1 + gambles) against all attacks targeting him: melee, ranged and magical.

Devoted confession

Cost: 3 ○
Difficulty: 8
Target: Personal
Range: 0
Duration: 5 rounds

Under the effects of this spell, the magician gains a free extra gamble when he uses an interaction ability to get a Confession.

Glorious presence

Cost: 3 ○
Difficulty: 8
Target: Personal
Range: 0
Duration: 1 hour

This spell temporarily raises the level of Intimacy of a relation by a point.

In addition, a gamble allows to twist a contacts arm without losing a level of Intimacy.

Light of ease

Cost: Special
Difficulty: Variable
Target: Character or creature
Range: 6 squares
Duration: 1 hour

The spell's difficulty and mana cost vary according to the desired effect and the target's health.

- **Target is UnHurt or suffering from a Light wound:**
  2 ○ / **difficulty 8:** Target becomes UnHurt.
- **Target is suffering from a Serious wound:**
  2 ○ / **difficulty 9:** The target now suffers from a Light wound.
  5 ○ / **difficulty 10:** Target becomes UnHurt.
- **Target is suffering from a Critical wound:**
  2 ○ / **difficulty 10:** Target is now suffering form a Serious wound.
  5 ○ / **difficulty 11:** Target is now suffering from a Light wound.

Vision of wisdom

Cost: 2 ○
Difficulty: 7
Target: Character or creature
Range: Control Zone
Duration: 2 rounds

This spell allows vision through a square of matter (wall, door, bush, etc.) as if it were transparent. This vision does not allow hearing, or smelling what is going on the other side.

Word of confusion

Cost: 2 ○
Difficulty: Target's MAS + 3
Target: Character or creature
Range: Area - visible
Duration: Instantaneous

The target of this spell is forced to move one of his dice from his AP to his RP or vice-versa, at the magician's choice.

Two gambles allow to move an extra die.

HOWLS

Howling magic is the preferred path of the devourers of Vile-Tis. Their mad haruspices read the whims of fatality in blood and entrails.

Decorum:

- The growls and sudden starts which grips them when they cast their spells is a bad sign for their foes.
- They use the movement of their chains to channel their rage.

Beast Star

Cost: 3 🟢
Difficulty: 7
Target: Personal
Range: 0

The magician must cast this spell on a contact melee weapon. This weapon is now considered to be a throwing weapon with a POW equal to the thrower's SIZ + 1, with a range of four squares. Once thrown, the weapon returns to the thrower's hands.

A gamble can increase the range of the weapon by a square.

Bestial smells

Cost: 3 🟢
Difficulty: 8
Target: Personal
Range: Area
Duration: Instantaneous

The magician instantaneously detects the smells of the Area in which he is. The DM must tell him the different types of smell and their localization.

Healing blood

Cost: 1 🟢 per health level
Difficulty: Variable
Target: Personal
Range: 0
Duration: Instantaneous

The difficulty of this spell varies on the health level of the magician (4 for Unhurt, 6 for Lightly wounded, 8 for Seriously wounded).

The healing blood increases the magician's natural healing rate, as if he had been successfully healed.

Maker's trade

Cost: 2 🟢
Difficulty: 7
Target: Personal
Range: Area - visible
Duration: 5 rounds

Under the effects of this spell, the mage gains a minimum quality of (1 + gambles) when he uses an interaction ability in order to make a Transaction.

Resilience of the Beast

Cost: 3 🟢
Difficulty: 9
Target: Character or creature
Range: Control Zone
Duration: 5 rounds

The target of resilience of the Beast temporarily gains two extra health points in each of its health levels.

At the end of the spell, wounds absorbed by these extra points fade away without leaving a trace.

Wolves' trap

Cost: 2 🟢
Difficulty: 9
Target: Character or creature
Range: Area - visible
Duration: 2 rounds

At the end of each of its movements, the target suffers a Damage roll. Its Power is equal to half (rounded up) of moved squares.

INSTINCTIVE

Instinctive magic is the fruit of the empathy towards nature developed by the orcs. The shamans manipulate neutral energy which the other paths cannot influence, nor call upon.

Decorum:

- The instinctive incantation is a mixture of throaty sounds to which sudden jerking motions are added.
- The shaman manipulates many different fetishes, like feathers or small bones.

Gift of the boar

Cost: 2 🟠
Difficulty: 8
Target: Character or creature
Range: 8 squares
Duration: 2 rounds

The target gains the distinctive sign "Brutish charge". If it already had that sign, it becomes a feat for the duration of the spell.

A gamble may be taken to increase the duration of the spell's effects by an extra round.

Gift of the ferret

Cost: 2 🟠
Difficulty: 7
Target: Character or creature
Range: 8 squares
Duration: 2 rounds

The target gains the distinctive sign "Infiltration/2". If it already had that sign, it becomes a feat for the duration of the spell.

A gamble may be taken to increase the duration of the spell's effects by an extra round.

Gift of the orfraie

Cost: 2 🟠
Difficulty: 7
Target: Character or creature
Range: 8 squares
Duration: 2 rounds

The target gains the distinctive sign "Cat's paw". If it already had that sign, it becomes a feat for the duration of the spell.

A gamble may be taken to increase the duration of the spell's effects by an extra round.

INSTINCTIVE MAGIC

The instinctive magic practised by the orcs is a gift. It is unique to their species.
The orcs draw their power from the forces of Aarklash and from their spirit. Although they only consider gems as catalysts, they still need them. They use them as neutral gems, disregarding their nature.
The practice of instinctive magic is related to orc blood. Their spells can only be used with the ability "Incantate (Neutral)/ Special". As a matter of fact, although this "neutral mana" might be found in any gem, as for Primagic, instinctive magic implies that it must be used in a specific way. This is what "Incantate (Neutral)/ Special" simulates; useless for any other path of magic. By using it, a character:

- Can draw mana from any type of elemental gem;
- Cannot cancel or absorb spell. And spells cast using this ability cannot be cancelled or absorbed.

Besides, a character with only this way at his disposal cannot use the Ability Feel/SUB to determine the nature of magical effects.
Although they might possess this particular path, orcs are able to learn other paths of magic. Yet the Ability "Incantate (Neutral)/ Special" is useless to them for other paths, even if spells from these paths might use neutral mana.

Gift of the rat

Cost: 2 ●
Difficulty: 7
Target: Character or creature
Range: 8 squares
Duration: 2 rounds

The target gains the distinctive sign “Goblin’s jeers/2”. If it already had that sign, it becomes a feat for the duration of the spell.

A gamble may be taken to increase the duration of the spell’s effects by an extra round.

Gift of the tiger

Cost: 2 ●
Difficulty: 8
Target: Character or creature
Range: 8 squares
Duration: 2 rounds

The target gains the distinctive sign “Master strike/2”. If it already had that sign, it becomes a feat for the duration of the spell.

A gamble may be taken to increase the duration of the spell’s effects by an extra round.

Mystical sap

Cost: 2 ●
Difficulty: 7
Target: Character or creature
Range: Control Zone
Duration: Instantaneous

Once the spell is cast, the magician must spend extra “neutral” mana to heal the target.

- **Light:** 1 ●
- **Serious:** 2 ●
- **Critical:** 3 ●

A target can only benefit from the effect of mystical sap once per day.

LIGHT

Light is a soothing and illuminating element. The path, which teaches how to use this Principal, also teaches peace, both inner and exterior. The mages using this path are those of races fighting to bring this peace to the world.

Decorum: The cultural preferred paths’.

Confession

Cost: 3 ○
Difficulty: Target’s MAS +4
Target: One contact
Range: 8 squares
Duration: 5 rounds

The magician can twist a contacts arm without losing a level of Intimacy.

Dazzle

Cost: 2 ○
Difficulty: 7
Target: Character or creature
Range: 8 squares
Duration: 2 rounds

Target suffers a -2 to MOV and any actions depending on sight. In addition, it may no longer shoot or cast a spell.

Heavenly vision

Cost: 3 ○
Difficulty: NM + 2
Target: Personal
Range: One exterior area
Duration: Instantaneous

The magician immediately gains a piece of information about the area where he is: lighting, sound, smell, how busy, presence of guards, various status of the area, etc.

Two gambles allow an extra piece of information to be gained.

Invisible clarity

Cost: 1 ○ per target
Difficulty: 8
Target: 1 or more characters
Range: 8 squares
Duration: 5 rounds

During the casting of this spell, the magician indicates a number of targets within range. He then makes a pale light above him (lighting range: 2). The targeted characters perceive the invisible clarity and its light perimeter as if it were a torch. All other characters do not see this Area of light.

Taking a gamble can increase the duration of invisible clarity by a round.

Mind probe

Cost: 2 ○
Difficulty: Target’s POT +4
Target: Character
Range: 8 squares
Duration: Instantaneous

The DM must reveal one of the target’s secrets to the player. Each gamble allows to learn an extra secret. The secrets revealed are those with the highest value, in decreasing order.

Serenity

Cost: 3 ○
Difficulty: NM +2
Target: The NPC in the area
Range: Area
Duration: 5 rounds

Under the effects of this spell, the NPC reaction is read one line lower on the this area’s table. This spell ends immediately if the TL increases.

NECROMANCY

Necromancy allows to speak with the dead and give the appearance of life to death. It is in the barony of Acheron that the rituals to manipulate the dead were created.

Decorum:

- The necromancers use old spell books, bound with human skin. They recite ritual words of power from them.
- They scar themselves by drawing esoteric symbols on their arms.

Cadaveric immunity

Cost: 3
Difficulty: 9
Target: Character or creature
Range: Control Zone
Duration: 2 rounds

The target becomes immune to damage caused by fire, cold, drowning, or asphyxiation causing less than 4d6 for a Damage roll.

Fragility from beyond

Cost: 3
Difficulty: Target's MAS + 3
Target: Character or creature
Range: Area
Duration: 5 rounds

The target's armor's Protection (PRO) is reduced by half for the duration of the spell.

If the target is not wearing an armor, she loses an additional health point each time she suffers from a Damage roll.

Morbid puppet invocation

Cost: 3
Difficulty: 8
Target: Special
Range: Area
Duration: 5 rounds

Once the incantation is successful, a morbid puppet appears in the area. The creature cannot be placed in contact with a miniature. It is controlled by the magician's player, but as a separate character.

The amount of morbid puppets a magician can control depends on his highest incantation rank:

- **Rank 1:** 1
- **Rank 2:** 2
- **Rank 3:** 3
- **Rank 4:** 4
- **Rank 5:** 8
- **Rank 6:** 16

Shadows' diversion

Cost: 2
Difficulty: Target's MAS + 3
Target: Character or creature
Range: 6 squares
Duration: 2 rounds

The target immediately loses one die from its potential. It will only get it back at the end of the following round.

Two gambles allow to increase this loss by a die.

Shadows' seduction

Cost: 3
Difficulty: Contact's Intimacy + 4
Target: One contact
Range: Area - visible
Duration: Opposition

Each time that he gains IP in an influence struggle against the target of this spell, the magician gains (1 + gambles) extra IP.

Strength from beyond

Cost: 2
Difficulty: 8
Target: Character or creature
Range: Area - visible
Duration: 2 rounds

The target reduces his Wound penalties by a point.

Two gambles allow to lower the penalties by an extra point.

PRIMAGY

Primagy is a path used by every culture in Aarklash since the beginning of time. It is not a path per se. Accessible to all, its spells can be cast using any kind of gem.

Decorum: The cultural preferred paths'.

Aura

Cost: 2
Difficulty: 7
Target: Personal
Range: 0
Duration: One hour

An aura of respect which forces admiration emanates from the magician. He gains a minimum quality of (1 + gambles) when he uses an interaction ability.

Elemental chain

Cost: 2
Difficulty: 7
Target: Character or creature
Range: 8 squares
Duration: 2 rounds

The victim held by an elemental chain has her MOV reduced by (1 + gambles) points.

Forced march

Cost: 2
Difficulty: 7
Target: Character or creature
Range: 6 squares
Duration: Instantaneous

This spell allows the target to move in the direction of her choice (while respecting the MOV value and obstacles). This movement does not cost any dice to the target.

A gamble allows to increase the movement of forced march by a square.

Mana arrow

Cost: 3 ●
Difficulty: 8
Target: Character or creature
Range: 8 squares
Duration: Instantaneous

The victim of this spell is hit by a magical discharge which hits it automatically (POW 1 x magician's rank).

A gamble allows to ignore a point of PRO during the Damage roll.

Minor cure

Cost: 3 ●
Difficulty: 7
Target: Character or creature
Range: Control Zone
Duration: Instantaneous

This spell closes the target's wounds and make it regain one health level.

Mystic strengthening

Cost: 3 ●
Difficulty: 7
Target: Personal
Range: Control Zone
Duration: Special

Allied characters gain one free gamble without using gambles for all their tests this round.

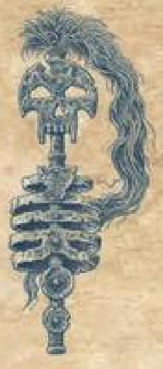
Two gambles allow to lengthen the effects to the next round.

THE KELTS AND THE FOUR ELEMENTS

The barbarians, both Sessairs and Drunes, are naturally more inclined to master the four primordial Elements. During character creation, the player determines which attitude is favored by each of these Elements, even if he can only incantate a few of the associated paths.
These choices are definitive.

SHAMANISM

The shamanism of the Sessair Kelts requires a close relationship with nature. Their mages borrow their energy from the Elements through talismans called *gesas*. Each morning, the Sessairs must make an offering to Danu: a fruit, a gemstone, a piece of worked leather, etc. This offering becomes the material component for their Decorum for the rest of the day.



Decorum:

- The magician recites an epic poem.
- Moreover, he caresses the lines of his right hand.

The shamanism practiced the Drune Kelts is perverted by the dark power of the demonic allies, the formors. Based on horrible rituals, he becomes the messenger of their hatred and of their suffering. Each morning, the shaman must sacrifice a small living animal and "wash" his hands in its blood.

Decorum:

- The shaman lets out loud screams, halfway between ecstasy and pain.
- He carefully lacerates the lines of his left hand.

Ardent heart

Cost: 2 ●
Difficulty: 7
Target: Character or creature
Range: Control Zone
Duration: 2 rounds

The target may reroll once for each of his confrontation actions whose result he doesn't like. No matter what the second result is, it must be kept.

Armor of Earth

Cost: 2 ●
Difficulty: 7
Target: Character or creature
Range: 6 squares
Duration: 2 rounds

The target gains +2 to her PRO.

A gamble and an extra Earth mana allows to increase this bonus by one.

Minor teleportation

Cost: 2 ●
Difficulty: 9
Target: Personal
Range: 12 squares
Duration: Instant

The magician disappears to reappear on another square of the area.

Muddied ground

Cost: 2 ●
Difficulty: 7
Target: Character or creature
Range: Area - visible
Duration: Instantaneous

The target immediately loses (1 + gambles) MOV points.

Water's memory

Cost: 3 ●
Difficulty: Target's POT + 4
Target: Personal
Range: 0
Duration: Instantaneous

By gazing at a small quantity of water, the magician can see informations concerning details in regards to a non-Incarnated relation. It can be a limb, a symbol, a place, etc. The description of the vision is left to the DM's discretion.

Taking gambles increases the accuracy of the vision.

Wind of the plains

Cost: 3 ●
Difficulty: 9
Target: Special
Range: Special
Duration: Instantaneous

The Threat level is automatically lowered by three points.

SOLARIS

The path of solaris is mostly mastered by the Cynwäll elves. This magic draws its power from Light gems as well as the rays of Lahn. The heliasts create helianthic items. To them, these accessories ore more the product of technology than magical art.

Decorum:

- The solaris trace luminous circular lines in the air, all the while manipulating bracelets made of gold and gemstones.
- They make no noise, but ultra-sounds which perturb the behavior of animals and creatures nearby. People next to them are often bothered. If this is not the case, the reaction of the animals and creatures are often a sign.

Dragon's diplomacy

Cost: 3 ○

Difficulty: 7

Target: Personal

Range: 0

Duration: 1 hour

The magician gains a bonus of an extra die when using any interaction ability.

The effects of this spell cannot be cumulated.

Feigned friendship

Cost: 3 ○

Difficulty: Target's MAS + 4

Target: 1 contact

Range: Area - visible

Duration: 1 hour

The target of feigned friendship is considered by the magician as a contact with an Intimacy of 1.

Light of Lahn

Cost: 2 ○

Difficulty: 7

Target: 1 source of light

Range: Control

Duration: 5 rounds

This spell allows to double the radius of light from a light source. The magician can change the shape of that radius into whatever shapes he wants (by spreading the squares in a continuous fashion around the light source).

Protection of Light

Cost: 2 ○

Difficulty: 9

Target: Character or creature

Range: 6 squares

Duration: 5 rounds

The target of protection of the Light gains a +4 to her PRO. This spell is not added to another form of protection (armor, other magical effects).

Solar star

Cost: 2 ○

Difficulty: 9

Target: Character or creature

Range: 6 squares

Duration: Instantaneous

This ball of Light hits the target with an initial POW of 3. Once the incantation successful, the magician can spend additional mana to increase the solar star's Power.

- **1 mana:** POW 5
- **2 manas:** POW 6
- **3 manas:** POW 7

1d6 is then rolled for each of the warriors (friends or foes) in the target's Control Zone. On a result of ⚃ or more, they suffer a Damage roll equal to half (round up) the POW of the solar star.

Sun's favor

Cost: 2 ○

Difficulty: 7

Target: Character or creature

Range: 6 squares

Duration: 2 rounds

Under the effects of the sun's favor, the target can reroll all the dice of a test, if the result doesn't satisfy it. The new result must be kept.

SORCERY

Sorcery is the result of the No-Dan-Kar goblins interest in writing and calligraphy. The glyphs they draw in the ground allow them the reveal the power of this magic path.

Decorum:

- Goblin sorcerers trace large glyphs (which they tirelessly trace again and again) on any sort of surface: parchment, the ground, a wall, etc.
- As they write these strange letters, they seem to mutter them.

Air of innocence

Cost: 2 ●
Difficulty: 7
Target: Personal
Range: 0
Duration: 5 rounds

Under the effects of this spell, the magician benefits from a minimum quality of (1 + gambles) when he uses an interaction ability in order to do a Manipulation.

Crossroads of Destiny

Cost: 3 ●
Difficulty: 9
Target: Area
Range: 0
Duration: Instantaneous

The attitude of every character present in the area and targeted by the magician changes immediately. Their new attitudes are randomly determined: 1d6 is rolled for each NPC, with the result indicating their new attitude.

Lucky meeting

Cost: 3 ●
Difficulty: 10
Target: Personal
Range: Area
Duration: Special

The magician meets a "temporary" contact, who has one knowledge specified when the spell was cast, within the next two hours. This contact is considered as having a POT of 1 and cannot be "forced". After the meeting, the contact forgets the existence of the character.

A gamble allows to specify an additional knowledge.

Muscular atrophy

Cost: 3 ●
Difficulty: Target's SIZ +5
Target: Character or creature
Range: 6 squares
Duration: 2 rounds

The target's POW is reduced by (1 + gambles) points.

Rat's secrecy

Cost: 3 ●
Difficulty: NM (7 minimum)
Target: Personal
Range: 0
Duration: 2 rounds

The magician is considered as stealthy during his actions. If he takes an action targeting a being represented by a miniature, Rat's secrecy ends immediately.

A gamble can increase the effects of the spell by an extra round.

Strategist's will

Cost: 2 ●
Difficulty: 9
Target: Character or creature
Range: Area - visible
Duration: Special

During the next round, the target of strategist's will does not participate to the speaking turn and will therefore not be able to place its dice.

She will be able to act when she feels like it during the round and use her dice as she feels, between action and reaction.

TECHNOMANCY

Technomancy is the science of the alchemists of Dirz, the Syhars. It should allow them to create the perfect super being. It ties together the organic and the mineral, the animated and the inert, through blasphemous grafts.

Decorum:

- The alchemists practice magic like they practice medicine. They use many different utensils: syringes, scalpels, etc. The clicking of these tools give a rhythm to the incantation and guide the magician's concentration.
- While they operate, they mechanically recite the technomantic protocols upon which the spell is based.

Atmosphère de déviance

Cost: 4 ●
Difficulty: NM (8 minimum)
Target: Area
Range: 0
Duration: Instantaneous

The DM must immediately invert the RP and the AP of all NPCs present in the Area.

Ground contamination

Cost: 1 ● per targeted square
Difficulty: 5 + # of targeted squares
Target: Square(s)
Range: Area
Duration: 2 rounds

The magician designates a number of squares in the Are according to the difficulty and cost chosen. The magician can modify by +/-1 the MOV cost necessary to cross each of these squares. Ground contamination may allow to cross a square for "free".

Liquor of decay

Cost: 3 ●
Difficulty: 7
Target: Obstacle
Range: Area - visible
Duration: Instantaneous

This spell turns an obstacle of medium or lower height (SIZ 1, 2 or 3) and of a maximum width of two squares to dust. The liquor of decay takes as many rounds to work as the object's height. It also works on other types of objects: doors, windows, etc.

Receptiveness

Cost: 2 ●
Difficulty: Target's MAS + 4
Target: Personal
Range: Area
Duration: 1 hour

The magician gains 1 extra IP for each of his successful interaction action against the target.

Warrior's treatment

Cost: 2 ●
Difficulty: 7
Target: Character or creature
Range: Control Zone
Duration: 2 rounds

Under the effects of warrior's treatment, the target benefits from a minimum quality of (1 + gambles) for all of her confrontation abilities, even those she does not possess.

TELLURISM

Tellurism allows the magician to manipulate the lines of earthly energy through alchemical mediums. This enigmatic path was cleared, long ago, underneath the Ægis mountains by the Tir-Nâ-Bor dwarves.

Decorum:

- The alchemists use matter to cast their spells (precious gemstones, metal, alchemical mixtures) which they caress and manipulate delicately during the incantation.
- They recite alchemical formulae in Gheim's tongue, which is sacred to dwarves.

Alchemical petrification

Cost: 5 ●
Difficulty: 10
Target: Character or creature
Range: 8 squares
Duration: Instantaneous

Once the incantation is successful, the player rolls 1d6 and applies the following result

⚀ **Slowness:** The character loses a dice from his POT for two rounds.

⚁ **to** ⚄ **Paralysis:** The character loses three dice from his POT for five rounds.

⚅ **Petrification:** The target is petrified. The effects last for an hour.

Crash concentrate

Cost: 3 ●
Difficulty: Free
Target: Character or creature
Range: Area – visible
Duration: Instantaneous

The target of crash concentrate suffers a Wound with a Power equal to the chosen difficulty -2.

1d6 is then rolled for every warrior (friend or foe) in the target's Control Zone. On a ⚃ or more, they suffer a Damage roll with a POW equal to half (rounded up) of the crash concentrate's.

If the incantation fails, the magician suffers for a (POW 5) Damage roll.

Earth strike

Cost: 2 ●
Difficulty: 5
Target: Character or creature
Range: 8 squares
Duration: Instantaneous

The target immediately moves back at though it was hit by an attack with a POW equal to the magician's trade rank.

A gamble allows to add one point to the considered POW.

Prisoner of clay

Cost: 2 ●
Difficulty: 7
Target: Character or creature
Range: 8 squares
Duration: 2 rounds

The target is considered as though it was on a "1.5" base size for the duration of the spell. The player controlling the target will have to consider it as such during its movements.

Note that its Movement is not increased in any way.

Principle of inertia

Cost: 2 ●
Difficulty: 7
Target: Character or creature
Range: 6 squares
Duration: 2 rounds

The target gains a bonus of +1 to her MOV and her POW.

A gamble allows to increase the duration of the spell by an extra round.

THEURGY

Theurgy is a form of magic stemming from the Akkylanians’ theories. According to them, it is not mastery of occult powers invisible to the profane’s eye, but a gift of their unique God.

Decorum:

- The preachers do not cast spells, they fervently pray Merin so that he will grant them a bit of his power.
- As well as a prayer, the magician does a few meditative motions with the help of a cross of Merin.

Clairvoyance of the righteous

Cost: 2 🔴
Difficulty: 6
Target: Personal
Range: 0
Duration: 2 rounds

The magician sees in obscure and tenebrous Areas as if they were clear areas.

A gamble allows for the duration of the clairvoyance to be increased by a round.

Peace of souls

Cost: 4 ⚪
Difficulty: 9
Target: Area
Range: 0
Duration: 2 rounds

The threat level for the area where the mage is cannot increase for the next two rounds.

Peace of souls can only be used once per day and per area.

Mark of infamy

Cost: 2 🔴
Difficulty: 8
Target: Character or creature
Range: Area - visible
Duration: 2 rounds

Ranged attacks targeting the target of Mark of infamy get a (1 + gambles) bonus.

Merin’s words

Cost: 2 🔴
Difficulty: 7
Target: Personal
Range: 0
Duration: Instantaneous

During the following round, the magician can use an interaction ability he does not have, as though he had it at rank 1.

Two gambles grant an additional point in the chosen ability.

Voice of the infidels

Cost: 4 ⚪
Difficulty: Objective’s influence threshold + 5
Target: Area
Range: 0
Duration: 1 day

Under the effect of this spell, all who participate in an influence struggle against the magician loose a IP at the end of the day. A voice of the infidels may only target a single influence struggle per day.

Warlike devotion

Cost: 2 🔴
Difficulty: 7
Target: Character or creature
Range: 5 squares
Duration: 2 rounds

The target automatically gains an additional action die.

A gamble can increase the duration of warlike devotion by an additional round.

WATER

The path of Water is mysterious and fleeting, like the Element from which it springs. Those who practice the art of concealment, keep secrets and tell lies use it.

Decorum: The cultural preferred paths’.

Rapidity

Cost: 3 🟢
Difficulty: 7
Target: Character or creature
Range: 0
Duration: 5 rounds

The character adds a die in his pool at the beginning of each turn for as long as the spell lasts.

Shifting mood

Cost: 2 🟢
Difficulty: Target’s MAS +4
Target: Character or creature
Range: 8 squares
Duration: 1 day

Every time the target uses an interaction ability, he must take as many gambles as the magician did when he cast this spell. However, those gambles do not have any effect.

Uselessness of risk

Cost: 2 🟢
Difficulty: 7
Target: Character or creature
Range: 0
Duration: 5 rounds

Under the effect of this spell, the target can ignore (1 + gamble) obligatory gambles for all his tests.

Veil of fog

Cost: 3 🟢
Difficulty: 9
Target: Area
Range: 0
Duration: 5 rounds

The area is covered by a fog which limits movement (+1 to MOV cost), vision (-2 to seeing range) and shooting (difficulty +2). The magician and elemental beings from a Water Realm are not affected by the veil of fog.

Widespread

Cost: 2 ●

Difficulty: 7

Target: Personal

Range: 0

Duration: 5 rounds

Under the effect of this spell, the magician gains (1 + gamble) to his reach.

Without a trace

Cost: 3 ●

Difficulty: 8

Target: Personal

Range: 0

Duration: 5 rounds

Under the effect of this spell, the mage and characters in his Control Zone when this spell is cast no longer leave any proof of their passage. The DM can no longer use clues of the "traces" kind (feet or battle), or of the breaking in type – these exist, but no longer catch the attention of the NPCs.

A gamble allows to lengthen the duration of the spell by a round.

WHISPERS

Thanks to the Wolfen, the path of whispers was born in near-complete silence under the light of Yllia. These spells alter the possibilities of the body and of the mind, just as Yllia affects behavior.

Decorum:

- The shaman place themselves under Yllia's protection when they use magic. They raise their heads to the sky and whisper her name. A soft wind then starts to blow around them.
- During the incantation, they manipulate strips of whisper covered with symbols.

Growl of sincerity

Cost: 3 ●

Difficulty: Target's MAS + 4

Target: 1 contact

Range: Area - visible

Duration: 1 hour

The target must be a contact known to the magician or one of his companions.

The contact is forced to reveal all he knows about a precise topic, as though his hand had been forced. This spell does not diminish the contact's Intimacy.

Hunting ground

Cost: 3 ●

Difficulty: NM (Minimum: 9)

Target: Area

Range: 0

Duration: Instantaneous

The DM must immediately reveal the position of all the NPC in the Area.

Each gamble allows the player to force the DM to place one miniature representing one of the NPC, revealing their nature.

Instinct of the wild

Cost: 3 ●

Difficulty: 7

Target: Personal

Range: 0

Duration: 1 hour

The magician gains an extra die for any confrontation action without regards to the abilities' rank.

The effects of this spell cannot be cumulated.

Predator's ear

Cost: 2 ●

Difficulty: 7

Target: 1 target

Range: Control Zone

Duration: 2 rounds

The predator's ear allows the target to pinpoint a precise type of sound even in a noisy or deafening Area. He must still succeed at a Look out/DIS test, for which he has a +1 per gamble.

Sanguinary rage

Cost: 2 ●

Difficulty: 7

Target: Character or creature

Range: 6 squares

Duration: 5 rounds

As long as it remains under the effects of sanguinary rage, the target gains two dice to its AP each time one of its opponent dies. The target must immediately use these dice to act.

Under Yllia's gaze

Cost: 2 ●

Difficulty: 9

Target: Area

Range: 0

Duration: 5 rounds

A whitish light surrounds the Area. The magician can decide to make it brighter or darker by modifying the brightness by a level for each of the other characters (PC and NPC).

A gamble can immune a character to the effects of Yllia's gaze.

THE TAROT-MAGES

Ever since the appearance of the legendary Deck of Vanius, the tarot is part of the Cadwallon myths.

Very quickly, powerless copies of the famous deck were spread around. Some made by crooks in order to dupe naïve buyers; others by the possessors of the true cards as a decoy to distract the attention of thieves; others yet were made by artists who wanted to honor the instrument of the city's independence... Little by little, the deck has grown, developed, and some cards have changed radically from the original model.

THE TAROT-MASTERS

The information contained in this chapter is well known to many Cadwës. As time passed, many secrets regarding the tarot-mages were solved. Thus, the spells and rituals bound to the Doors and the Keys, eight symbolic cards, are well documented. Yet tarot-mages still have many secrets regarding the twenty-two cards which make up an entire deck.

Some rumors are notably common about alleged tarot-masters, who are superior to tarot-mages by their mastery and their initiation. These mages are said to be able to develop the power of their Doors and Keys, to use the other fourteen cards, to free the energies of the tarot using words of power, or to unleash amazing forces by combining the mana of the cards with that of the gems... It is even said that they are able to make their own tarot, with peculiar symbols and powers. The enigmatic Harlequin, protector of the thieves of Cadwallon, is said to be a vastly powerful tarot-master.

At the same time, the determining influence of Vanius' Tarot on the destiny of the Free City has inspired new beliefs. In addition to the foretelling methods of dubious efficiency used by palm readers, two forms of magic have been created: cartomancy and taromancy. The former can be used anywhere on Aarklash. It uses symbols inspired by Vanius' Tarot but requires the use of mana gems. The latter, however, can only be used within the walls of the City of Thieves. It requires no gems and, is the only "true" tarot magic according to the Cadwës. This is the kind used by the tarot-mages of Cadwallon, and the mechanics for which are explained in this section.

THE MAGIC OF TAROT

The tarot-mages embellish their science with esoteric drawings and obscure symbols. Their art is therefore not very well known, and consequently, the object of uncountable rumors and deep-seated fears. Everyone knows, though, that they only use cards from the Cadwallon tarot, in accordance with secret rituals.

The Cadwallon tarot

The famous deck not only conjures images of the tarot-mages' art, but also reminds of the twenty-two artifacts Vanius gave to his Dogs of war – the **Tarot of Vanius**. Without these relics, Vanius and his men would have never been able to push back the forces of Darkness during the battle of the Wall of Earth. As time passed, they went from owner to owner and were spread out over the continent.

The powers of these mythical objects make the spells of the tarot-mages appear child-like, and these items are the object of much desire throughout Aarklash. They are at the heart of numerous plots, quests or trades.

Rumors say that Sophet Drahas owns the **Devil** and the **Emperor**, while **Judgment** is currently in cardinal Aerth's possession. The Duke, the Heralds of Goodwill, the Harlequin and some Peers would also be in possession of some of the cards.

The Cadwallon tarot therefore uses the twenty-two cards of Vanius' Tarot, while adding new cards; it is composed of:

- The twenty-two **Cards** of Cadwallon, decorated with symbols and large illustrations. The Doors and the Keys belong to this set;
- The twenty-one **Triumphs**, which are divided into six colors (Amethyst, Diamond, Emerald, Opal, Ruby and Saffron) each containing a Manager, an Instigator and a Peer. To these eighteen cards are added three aces: the Ducat, the Duke and the King;
- The sixty **Arcanas**, divided in six families (corresponding to the six colors) of ten cards numbered 1 to 10.

The Cadwallon tarot is found anywhere from a cartomancer's house to inns' game tables... As well as in the hands of tarot-mages who use nothing but the Doors (the Magician and Creation) and the Keys (the Emperor, the Chariot, Destiny, the Card-with-no-name, the Tower of Destruction and the Sun).

- **The Magician:** Card I shows a juggler behind a table. On the table, a puppet with cut strings and a knife. The man is juggling with six gems, each bearing a letter: E, I, O, P, R and S. In the night sky, four stars form a crown above the juggler's head.

  Symbolically, this Door represents the tarot-mage and his art.

- **The Emperor:** A man on a throne illustrates card IV. He holds a broken sword in one hand and a deck of cards in the other. At his feet lies a broken crown.

  Symbolically, this Key represents authority, power.

- **The Chariot:** On card VII is drawn a battlefield the day following combat. In this ravaged landscape, a man rides a chariot drawn by three horses. The mounts seem unwilling to move further and the rider uses a whip to lead them. The rider contrasts with the warlike ambiance of the card: he is dressed with a simple tunic and, for sole military attribute, bears nothing but a short sword at his side.

Symbolically, this Key represents actions successfully undertaken and, consequently, successful.

- **Destiny:** Card X shows a clock. A crowd of humanoids and animals, some imaginary, press against the hands, in a delicate balance. Many are falling. Below the clock's face, a large and sinister axe covered with blood acts as a pendulum. Two eyes, one open and one closed, dominate the scene.

  Symbolically, this Key represents the running time, luck and diverse fortunes. Some interpret it as a sign of luck. This card is sometimes called by other names: the Wheel of Destiny, the Wheel of Fortune, or sometimes just Fortune.

- **The Card-with-no-name:** A garden is on card XIII. At its center, a masked skeleton sows the earth with one hand and wields a scythe with the other, cutting down young sprouts.

  Symbolically, this Key represents betrayal. Some call it Desire or Death.

- **The Tower of Destruction:** The image on card XVI suggests great violence. Lightning his a tree whose bark shatters into pieces which then turn into gems. At the base of the wavering tree, snakes are fleeing in every directions.

  Symbolically, this Key represents danger, catastrophes and brutal changes. Sometimes it is called by other names: the Tower, the Struck Tower, the House or sometimes even the House of God.

- **The Sun:** Card XIX is illuminated by the three suns (Lahn and the twins, Ley and Lyth), Yllia and the four cardinal stars (Nerea, Sylhea, Elion and Olhim); three planets complete the procession. In the center, a pair of twins, looking serene, face each other. They are mixing the blood pearling from their index, as if to sign an unbreakable pact.

  Symbolically, this Key represents trust, friendship and brotherhood.

- **Creation:** Four stylishly drawn stars decorate the corners of card XXI. Within each is represented a two-handed sword over which is drawn a letter: E, I, R, S. A snake eating its own tail surrounds the central illustration, which shows a silhouette in a halo of light.

  Symbolically, this Door represents others or the whole of Creation.

The other cards are shrouded in great secret: all that is known is that the tarot-mages called them the Onyrs.

Learning

An aspiring tarot-mage must convince a tarot-mage to teach him his art. There are no traditions surrounding this teaching, and each tarot-mage is free to accept or refuse students as well as set his own conditions on his teachings.

It is frequent for former apprentices to stay in touch with their mentors. Indeed, mastering a new spell of the Doors and the Keys requires to study under a magician who knows the spell. In most cases, to broaden their range of known spells, tarot-mages with little experience turn to their former master before asking other less well-inclined tutors.

The enchantment

Once initiated into the mysteries of taromancy, the tarot-mage can enchant a common deck of cards. The ritual simply consists of leaving a few drops of one's own blood on the Doors and the Keys. In a few hours, the cards fill up with mana.

The night following the enchantment, the tarot-mage is haunted by horrid nightmares, different for each tarot-mage. However, the theme is always the same – the murder of the magician in an orgy of blood and violence, and certain enigmatic details consistently return. Indeed, the scene always takes place outside the city, near Cadwallon (the city is never visible, but descriptions given by tarot-mages clearly describe the straight of Larônn, the golf of Syyrlinh, the Lavener mountains, or the edge of the Caer Mnâ or Quithayran forests...). A flood of reptiles drown out the landscape, as the dreamer sees himself get chained, at the mercy of his assassin, a silhouette bearing a crown on her forehead. The nightmare then ends with a maelstrom of flames.

When he awakens, the mage is exhausted, but he has established a unique link with his Keys and his Doors.

A tarot-mage is only able to enchant a single set of cards, any enchantment of a new deck breaks the bond with the older one. It is unfortunately necessary to do so in order to replace lost or destroyed cards. The tarot-mage must then face a new round of nightmares.

Taromancy

The art of the tarot-mages may be separated into four disciplines.

- When he does an **evocation**, the tarot-mage uses at least two cards: one Door and at least one Key. Each of the six Keys may be evoked with one or the other of the Doors. To proceed, the tarot-mage holds the Door and the Keys of his choice in his hands and concentrates to free the magic contained in their combination.

- To **summon**, a tarot-mage uses only a single card between the Doors and the Keys (therefore there are only eight possible summons). The tarot-mage holds the card of his choice and concentrates to draw its mana, which he then shapes into a tangible creature who appears at his side. This is an **arcanic familiar**.

  The creature appears under the guise of an elemental familiar, but the appearance is a falsehood. Only a tarot-mage is able to pierce the subterfuge and recognize the card to which the familiar is linked if he knows the spell in question.

  These servants are mute and may only obey simple commands given by their summoner. They all have a specific power, which they can manifest when their master orders them to. They then disappear instantaneously. Otherwise, these familiars disappear on the nightfall following their summoning, or when the distance between them and their master becomes too great.

  A tarot-mage may control many of these servants, but an edict from the Duke allows only one active summoning spell (thus, only one familiar present at any time) per tarot-mage, doubtlessly in order to limit the power of these magicians.

- **Sublimation** is based on the elemental symbolism of the Doors and the Keys. It consists of transforming an arcanic familiar into an Elemental. To do this, the tarot-mage must tear apart the card linked to the sublimated familiar.

  The destruction of the card creates such an explosion of magical energy that all of the mage's active spells are annihilated, and his familiars dispelled. All that remains is the newly created Elemental. The remaining cards do not work for an hour.

  Tarot-mages rarely use sublimation, as it deprives them momentarily of their powers, and even worse, it forces them to suffer through the nightmares and the wounds of the enchanting again to replace the lost cards.

- **Abjuration** is also based on the elemental symbolism of the Doors and the Keys. Just as steel blades are used to kill living beings, tarot cards may be used to annihilate magical effects, whether they come from spells or miracles. The tarot-mages are the only ones who can do such a feat, and this peculiarity feeds their conflicts with the faithful. To do an abjuration, the tarot-mage brandishes the concerned card towards the target of the spell. The magical energies are drawn to the card and disappear.

DRAWNING THE CARDS

The tarot-mages follow almost the same rules as the other magicians. The following paragraphs explain the details.

The enchantment

During the enchantment of his character's cards, the player splits twenty-two power points between his six Doors and his two Keys (see Cards and mana).

The nightmares which assault the tarot-mage during the night which follows the enchantment affect him physically: the following day, the tarot-mage's health level is Critically Wounded.

CARDS AND MANA

CARDS	MANA
The Emperor	🟤
The Chariot	⚫
Destiny	🟢
The Card-with-no-name	🟣
The Tower of Destruction	🔴
The Sun	⚪
The Magician and Creation	1D6 (1: 🟤 ; 2: ⚫ ; 3: 🟢 ; 4: 🟣 ; 5: 🔴 ; 6: ⚪)

Note: *Only a single d6 is rolled to determine the mana of the Magician and of Creation. This test is only done once, during the first enchantment of the Doors and the Keys. Thus, if a player gets a ⚀ on his die during the enchantment of his character's tarot, the Magician and Creation both turn to Earth. If these cards are destroyed, the player does not roll again, these two cards once again give Earth.*

The enchanted cards become the equivalent of gems and are used with the Evoke/SLE, Summon/STY, Sublimate/SUB and Abjure/OPP abilities. They may be affected by abilities, spells or miracles targeting gems during the game, and magicians with the appropriate abilities may counter or absorb their mana.

The cards have a solidity and a Protection (PRO 1). Their rebirth depends on the area in which they are (see Rebirth of the cards).

REBIRTH OF THE CARDS

AREA	REBIRTH
Cadwallon: Garden of desire	6
Cadwallon: Underground archeological ruins	5
Cadwallon: Underground	4
Cadwallon: Upper city	3
Cadwallon: Lower city	2
Cadwallon: Surrounding areas	1
Outside Cadwallon	0
Thickets of desire	Regeneration x 2

Decorum

Tarot-mages have two obligations as they work their magic.

- The first is linked to the cards of the tarot: they MUST be used to cast a spell, and cannot in any way be replaced by gems.
- The second is the gestures. Tarot magic requires that the cards be manipulated. A tarot-mage unable to manipulate his deck thus finds himself completely powerless, as he can no longer call upon his magic. If he is only partially bound, a magician remains able to use the power of his cards; however, the controlling player must announce a number of gambles equal to the spell's mana cost.

However, unlike other forms of incantation, taromancy is extremely discreet. Most of the time, a tarot-mage isn't more visible than a sideshow illusionist or a skillful cheater. Even though his spells sometimes have visible effects, they are no more audible than the snap or crumple of a card. Moreover, taromancy spells are only rarely accompanied by the spectacular effects which characterize the other paths of magic. When this is the case, observers often think they see the figure on the card start to move or its image fly out to the target of the spell. The perception of this phenomenon seems to depend on the witness' perception of the card's symbolism.

A tarot-mage therefore acts from the shadows. When he shows his cards, it is often too late to flee.

And so, the incantation of taromancy spells does not raise the TL, and a hidden character who uses such a spell remains hidden.

DIVINATION

For the tarot-mages, the cards are not only used to cast spells, but also allow to decipher the past, the present and the future. This practice is also the origin of the mingling between tarot-mages and fortune-tellers. It has also allowed the creation of the cartomancers. Divination is also the cause of important conflicts between the tarot-mages and the faithful. As a matter of fact, the latter do not like the fact that magicians are known for their auguries, which are traditionally the specialty of divination trades.

The tarot mages have access to two distinct divinatory methods: the set of the Doors and the voice of the Keys. Each divination empties entirely the tarot-mage's Doors or Keys of their mana (depending on the method used). In order to use one of these methods, at least a point of mana must be available in the Doors or the Keys (depending on the method used). No ability is used and success is automatic.

EQUIVALENCY TABLE

d6	CADWALLON TAROT	CLASSIC TAROT	CORRESPONDING ATTITUDE
1	Emperor	Emperor	Discipline
2	Chariot	Chariot	Sleight
3	Destiny	Wheel of Fortune	Opportunism
4	Card-with-no-name	Nameless Arcana	Subtlety
5	Tower of Destruction	House of God	Pugnacity
6	Sun	Sun	Style

The set of the Doors

The set of the Doors allows tarot-mages to probe their cards to get advice or warnings.

The official scenarios published for Cadwallon contain a "set of the doors" table which offer advice and warnings which may be read to tarot-mage players. Four auguries are offered:

- the Magician's advice, a helpful message addressed directly to the tarot-mage;
- the Magician's warning, a warning message addressed directly to the tarot-mage;
- the counsel of Creation, a helpful message addressed to all of the protagonists of the scenario;
- Creation's warning, a message of warning concerning all of the protagonists of the scenario;

The DM is invited to develop the advice and warnings in his scenarios according to this model.

In a game, the set of the Doors is used at the beginning of each scenario. The player of a tarot-mage rolls a die for each Door, on a roll of ⚀, ⚁ or ⚂. his character perceives the advice. On ⚃, ⚄ or ⚅, he perceives the warning. The player may also choose to use real cards (if he uses a classic tarot set, the Magician is represented by The Magician, and Creation by The World). He places both Doors before him, face down, the Magician to his left and Creation to his right. He turns the Magician over first. If the card is rightside up (the tarot-mages call it an ascending card), the gets the advice. If the card is upside down (descending card), the gets the warning. He then proceeds the same way with Creation.

The voice of the Keys

The tarot-mages are also able to hear what they call the voice of the Keys, which means they are able to perceive information on themselves or others while manipulating their decks. There are two ways of listening to the voice of the Keys.

- **The voice of reason:** The tarot-mage draws from the six Keys. To simulate this, the player rolls 1d6 or draws a card from a classic tarot deck. He then consults the equivalency Table to determine which Key his character has drawn. It acts as a piece of advice, in a way, an indication when the tarot-mage is in a favorable attitude. Until the end of the day, he benefits from a +1 to the final results of rolls requiring this characteristic. It is useless to undergo a new draw during the day, as the result will be identical.

  Using the voice of reason during an opposition is a fact (1d6).
- **The voice of the soul:** The tarot-mage must manipulate his Keys while concentrating on the name of his target. By observing the motions of the cards, the magician learns a few things about the personality of the targeted individual. To do this, the player rolls 1d6 or draws a tarot card and consults the Equivalency table. The DM then reveals the target's score in the attitude designated by the die or the card.

  A tarot-mage can only probe the soul of a person once a day. During an ulterior lecture, it is possible that the die roll (or card draw) will designate and attitude which has already been revealed. This means that the tarot-mage has discovered all that the cards could show him about that person. Any further draws will not reveal any new information.

  Listening to the voice of the soul during an opposition is a fact (1d6).

THE TAROTS

In order to bolster their aura of mystery, the tarot-mages name everything which has to do with their art by sibylline terms. Just as their cards, their spells and their elemental servants bear overly complex names (Evocation of the Emperor with the Magician, Evocation of the Chariot with Creation, or Invoked Destiny, and the Sublimated Sun...). Nonetheless, every tarot-mage cannot avoid the richness and the splendor of cadwë high society. Thus, a number of them find these names too austere, and following fashion, call their spells by other names, more adapted to salons and fashionable conversations! No need to mention that the more traditionalist tarot-mages are offended by this frivolity.

The spells presented below use both names: the name currently in fashion and, between brackets, its traditional name.

The tarot-mages do not learn their spells the same way other magicians do. They know all which correspond to the abilities they have and to the cards which they have empowered with at least one Mana point.

EVOCATIONS

Ivory tower

(Evocation of the Emperor with the Magician)

Cost: 3 (Emperor)
Difficulty: 7
Target: Personal
Range: 0
Duration: Instantaneous

This reaction spell allows the tarot-mage to instantaneously resist a spell or miracle which influences his emotions or his will (Evocation of the Emperor with Creation, Aura of fear, Refusal...). The spell or miracle is considered as having no effect on the tarot-mage. However, if it targeted many people, they are not protected.

Tongue of the Militiaman

(Evocation of the Emperor with Creation)

Cost: 4 (Emperor)
Difficulty: 7
Target: Character
Range: 0
Duration: 1 opposition

His cards grant the mage-tarot a presence without peer. When he uses an interaction ability whose favored attitude is Pugnacity or Discipline, the player benefits from an additional 1d6.

Wall of Earth

(Evocation of the Emperor with the Magician and Creation)

Cost: 2 (Emperor)
Difficulty: 8
Target: Character or creature
Range: 10 squares
Duration: 2 rounds

The tarot-mage wraps a target with mana drawn from the Emperor. This magical protection grants a point of armor for each mana point spent in addition to the spell's cost.

Ease

(Evocation of the Chariot with the Magician)

Cost: 2 (Chariot)
Difficulty: 6
Target: Personal
Range: 0
Duration: 2 rounds

During the evocation of the spell, the tarot-mage concentrates on one of his six attitudes. During the next uses of abilities which depend on this characteristic, the final results are increased by a point.

Wily monkey

(Evocation of the Chariot with Creation)

Cost: 3 (Chariot)
Difficulty: 6
Target: Character or creature
Range: Field of vision
Duration: Until used

The tarot-mage must cast this reaction spell when his target uses an ability. He then "copies" that ability and memorizes it. He can then use it once, at a level equivalent to the target's ability. This spell causes no inconvenience to the target, who remains able to use the copied ability normally.

The tarot-mage may keep in mind only one ability thus memorized at time. If he casts this spell again, he forgets the ability previously memorized.

Master of masters

(Evocation of the Chariot with the Magician and Creation)

Cost: 3 (Chariot)
Difficulty: 6
Target: Character or creature
Range: 10 squares
Duration: 2 round

When this spell is cast, the tarot-mage selects an ability of the target, who then gets a bonus on his rolls using that ability. This bonus is equal to one point per rank of "tarot-mage" trade of the magician. It is possible, by casting this spell many times, to give a target bonuses on many abilities at the same time. These bonuses must however target different abilities.

Elf's dexterity
(Evocation of Destiny with the Magician

Cost: 3 (Destiny)
Difficulty: 6
Target: Personal
Range: 0
Duration: 2 rounds

During the spell's incantation, the tarot-mage concentrates on one of his abilities. During the next use of that ability by that character, the player may reroll a dice of his choice.

Ogre's dexterity
(Evocation of Destiny with Creation)

Cost: 3 (Destiny)
Difficulty: 6
Target: Character or creature
Range: Field of vision
Duration: Instantaneous

The tarot-mage must cast this reaction spell when his target makes a manual action. During his die roll, the target's player gets an automatic failure.

Trade
(Evocation of Destiny with the Magician and Creation)

Cost: 3 (Destiny)
Difficulty: 6
Target: Character or creature
Range: 10 squares
Duration: Instantaneous

The player of the tarot-mage transfers several d6 from his RP to the RP of the target. The player freely chooses the amount of dice transferred, with a limit of one per "tarot-mage" rank of the character.

Commoner's face
(Evocation of the Card-with-no-name with the Magician)

Cost: 2 (Card-with-no-name)
Difficulty: 6
Target: Personal
Range: 0
Duration: 1 hour

The face of the tarot-mage changes. He loses his distinctive traits to show an average face, which anyone would forget immediately. The quality of his Hide rolls increases by a point per "tarot-mage" rank of the character.

Sixth sense
(Evocation of the Card-with-no-name with Creation)

Cost: 3 (Card-with-no-name)
Difficulty: 6
Target: Area
Range: 10
Duration: Instantaneous

The tarot-mage perceives the hidden dangers (a trap, a spell ready to be released, an assassin hidden in the shadows...) in the targeted area. He is warned of the dangers but does not know its nature or localization. Only the sources of danger for the magician and his allies are detected in this way.

Aura of ashes
(Evocation of the Card-with-no-name with the Magician and Creation)

Cost: 5 (Card-with-no-name)
Difficulty: 8
Target: Character or creature
Range: 10 squares
Duration: 1 round

The target of this spell generates an opaque aura which hide his actions to his opponents. They show difficulty to adapt to it: their reaction tests against the target of this spell are imposed one gamble by "tarot-mage" rank of the character.

A single target cannot benefit from more than a single Evocation of the Card-with-no-name with the Magician and Creation at any time.

Wolves' wrath
(Evocation of the Tower of Destruction with the Magician)

Cost: 2 (Tower of Destruction)
Difficulty: 6
Target: Personal
Range: 0
Duration: 1 opposition

With the spell, the tarot-mage increases his ardor and his natural aggressiveness. This allows him, at the beginning of a game turn, to act first even if he does not have the greatest amount of dice in his AP. The spell is then broken before the end of his action.

Lightning-blade
(Evocation of the Tower of Destruction with Creation)

Cost: 4 (Tower of Destruction)
Difficulty: Free
Target: Line of 10 squares
Range: 0
Duration: Instantaneous

The tarot-mage projects a bolt of magical lightning which wounds or damages everything in its path. For each "tarot-mage" rank the character has, the bolt has a Power of 1d6 and causes Damages +1. It is possible to avoid being hit by taking a Dodge/OPP (Spell's difficulty) test. A wall or an obstacle which resists the inflicted damages keep the bolt from going further.

Wrath of the Tarot
(Evocation of the Tower of Destruction with the Magician and Creation)

Cost: 5 (Tower of Destruction)
Difficulty: 8
Target: One gem
Range: 3 squares
Duration: Instantaneous

The targeted gem is destroyed.

Preacher's tongue
(Evocation of the Sun with the Magician)

Cost: 4 (Sun)
Difficulty: 7
Target: Personal
Range: 0
Duration: 1 opposition

Drawing in the power of his cards, the tarot-mage suddenly expresses himself with the elegance of an experienced orator. The player benefits from an additional 1d6 to his interaction abilities whose favored attitude are Sleight or Style.

Courtesan's tongue
(Evocation of the Sun with Creation)

Cost: 4 (Sun)
Difficulty: 7
Target: Character
Range: 0
Duration: 1 opposition

Using this spell, the tarot-mage has less trouble seducing and charming the people he speaks with. The player benefits from an additional 1d6 to all of his interaction abilities whose favored attitude is Opportunism or Subtlety.

Gift of life
(Evocation of the Sun with the Magician and Creation)

Cost: 3 (Sun)
Difficulty: 8
Target: Character or creature
Range: 10 squares
Duration: Instantaneous

The tarot-mage gives some of his vital energy to the target, who heals a number of health levels equal to the amount of "tarot-mage ranks" of the spellcaster. On the other hand, the magician loses 1 HP of each health level thus healed.

INVOCATIONS

Sihir's palm
(Invocation of the Magician)

Cost: 4 (Magician)
Difficulty: 7
Target: 1 square
Range: 1 square
Duration: One day or until the activation of the servant's power

The tarot-mage can order the summoned Magician to activate its power. The servant must then touch a gem or a card (other than the Magician), which immediately regains all of its mana.

Mirror of the Larks
(Invocation of Creation)

Cost: 4 (Creation)
Difficulty: 7
Target: 1 square
Range: 1 square
Duration: One day, or one hour from the moment the servant activates his power.

The tarot-mage can order the summoned Creation to activate its power. The servant then takes the appearance of a humanoid target designated by the tarot-mage, but keeps his stats. The arcanic familiar then disappears after an hour.

Mirror of the Eagles
(Invocation of the Emperor)

Cost: 4 (Emperor)
Difficulty: 7
Target: 1 square
Range: 1 square
Duration: One day, or one hour from the moment the servant activates his power

The tarot-mage can order the summoned Emperor to activate its power. The servant then takes the appearance of an authority figure respected or feared by a target designated by the tarot-mage. The magician can then use this respect or fear to gain authority over the target. The quality of his Interaction rolls against the target is increased by 1.

The servant then disappears after an hour.

Arcane companion
(Invocation of the Chariot)

Cost: 4 (Chariot)
Difficulty: 7
Target: 1 square
Range: 1 square
Duration: One day or until the activation of the servant's power

The tarot-mage can order the summoned Chariot to activate its power. The magician's player may then reroll the die of his choice during an ability roll.

Double-or-nothing
(Invocation of Destiny)

Cost: 4 (Destiny)
Difficulty: 7
Target: 1 square
Range: 1 square
Duration: One day or until the activation of the servant's power

The tarot-mage may order the summoned Destiny to activate its power, which allows the magician's player to double the quality of a roll obtained after a gamble (for example a gamble of 6 would give a resulting quality of 6 instead of only 3).

Son of Shanys
(Invocation of the Card-with-no-name)

Cost: 4 (Card-with-no-name)
Difficulty: 7
Target: 1 square
Range: 1 square
Duration: One day or until the activation of the servant's power

The summoned Card-with-no-name has the distinctive feature of being invisible, except to the eyes of tarot-mages. When its summoner orders it to activate its power, the servant then becomes briefly visible and automatically puts to death all unconscious characters and creatures who are (even if partially) in the same area as the tarot-mage.

Thunderball
(Invocation of the Tower of Destruction)

Cost: 4 (Tower of Destruction)
Difficulty: 7
Target: 1 square
Range: 1 square
Duration: One day or until the activation of the servant's power

The tarot-mage can order the summoned Tower of Destruction to activate its power. The servant transforms into a hissing ball of energy, which crashes into a square designated by its master, exploding on impact. In this square, the explosion inflicts a wound of a Power of 1d6 per "tarot-mage" rank of the character and with a bonus to Damages of +2 per "tarot-mage" rank; in the eight surrounding squares, the explosion has the same Power but its Damages are only +1 per rank. A character or creature at the impact point can Dodge by achieving a difficulty 7 test. He then moves to one of the surrounding eight squares, and then takes the Damages corresponding to this square normally. It is impossible to Dodge if all the surrounding squares are occupied or cannot be moved into. Moreover, characters or creatures on these squares cannot Dodge the explosion.

Twin
(Invocation of the Sun)

Cost: 4 (Sun)
Difficulty: 7
Target: 1 square
Range: 1 square
Duration: One day, or one hour from the moment the servant activates his power

The tarot-mage may order the summoned Sun to activate its power. For an hour, the servant takes the appearance of the summoner. He now has the same characteristics, abilities and other traits as he does – their sheets are exact replicas!

SUMMONED SERVANT

The tarot-mages have the power to give shape to the mana which fills their cards. Each card allows to summon a different servant, which has a specific power.
These mute familiars may obey simple orders given by their summoner. They cannot be further away from him than a tile per "tarot-mage" trade rank he has. Their generic characteristics are the following.

Potential: 1
Dominant attitude: Special
Size: Small (2)
Movement: 2

UnHurt ☐☐
Light Wound ☐☐
Serious Wound ☐☐
Critical Wound ☐☐
INCapacitated ☐☐

Distinctive features: Conscience

Characteristics:
- PUG 3 (FEAR 4)
- SLE 3
- STY 3
- OPP 3 (DEF 4)
- SUB 3
- DIS 6 (MAS 7)

Natural weapons: Fists
Abilities:
- Slither/SLE 1
- Climb/SLE 1
- Stunt/STY 1
- Dodge/OPP 1
- Hide/OPP 2
- Feel/SUB 2
- Look out/DIS 2

SUBLIMATIONS

A tarot-mage can only sublimate a servant he has summoned himself.

Knocker

(Sublimation of the Emperor)

Cost: Destruction of the card
Difficulty: 8
Target: Mirror of the Eagles
Range: 1 tile
Duration: One hour

The Mirror of the Eagles transforms into a Knocker, which takes the appearance of an Earth Elemental.

KNOCKER

Potential: 4
Dominant attitude: Special
Size: Large (4)
Movement: 5

UnHurt	☐☐☐☐
Light Wound	☐☐☐☐
Serious Wound	☐☐☐☐
Critical Wound	☐☐☐☐
INCapacitated	☐☐☐☐

Distinctive features: Conscience, Fierce, Hard boiled, Steadfast
Characteristics:
- PUG 3 (FEAR 4)
- SLE 3
- STY 3
- OPP 3 (DEF 4)
- SUB 3
- DIS 7 (MAS 8)

Natural weapons: Fists
Abilities:
- Bash/PUG 4
- Endure/PUG 3
- Force/PUG 3
- Slither/SLE 1
- Climb/SLE 1
- Stunt/STY 1
- Dodge/OPP 1
- Hide/OPP 2
- Feel/SUB 2
- Look out/DIS 2

Double breath

(Sublimation of the Chariot)

Cost: Destruction of the card
Difficulty: 8
Target: Arcane companion
Range: 1 tile
Duration: One hour

The Arcane companion transforms into a Double breath, which takes the appearance of an Air Elemental.

DOUBLE BREATH

Potential: 4
Dominant attitude: Special
Size: Large (4)
Movement: 8

UnHurt	☐☐☐☐
Light Wound	☐☐☐☐
Serious Wound	☐☐☐☐
Critical Wound	☐☐☐☐
INCapacitated	☐☐☐☐

Distinctive features: Conscience, Leap, Rapidity
Characteristics:
- PUG 3 (FEAR 4)
- SLE 7
- STY 3
- OPP 3 (DEF 4)
- SUB 3
- DIS 3 (MAS 4)

Natural weapons: Claws
Abilities:
- Slash/PUG 4
- Slither/SLE 2
- Climb/SLE 3
- Stunt/STY 2
- Dodge/OPP 1
- Hide/OPP 2
- Feel/SUB 2
- Look out/DIS 2

Kraken's flood

(Sublimation of Destiny)

Cost: Destruction of the card
Difficulty: 8
Target: Double-or-nothing
Range: 1 tile
Duration: One hour

The Double-or-nothing transforms into a Kraken's flood, which takes the appearance of a Water Elemental.

KRAKEN'S FLOOD

Potential: 4
Dominant attitude: Special
Size: Large (4)
Movement: 5

UnHurt	☐☐☐☐
Light Wound	☐☐☐☐
Serious Wound	☐☐☐☐
Critical Wound	☐☐☐☐
INCapacitated	☐☐☐☐

Distinctive features: Conscience, Luck, Disengagement
Characteristics:
- PUG 3 (FEAR 4)
- SLE 3
- STY 3
- OPP 7 (DEF 8)
- SUB 3
- DIS 3 (MAS 4)

Natural weapons: Fists
Abilities:
- Slither/SLE 1
- Climb/SLE 1
- Stunt/STY 1
- Dodge/OPP 3
- Wrestle/OPP 3
- Hide/OPP 3
- Feel/SUB 2
- Look out/DIS 2

Ash child
(Sublimation of the Card-with-no-name)

Cost: Destruction of the card
Difficulty: 8
Target: Son of Shanys
Range: 1 tile
Duration: One hour

The Son of Shanys transforms into an Ash child, which takes the appearance of an Elemental of Darkness.

ASHEN CHILD

Potential: 4
Attitude dominante : Special
Size: Large (4)
Movement: 5

UnHurt	☐☐☐☐
Light Wound	☐☐☐☐
Serious Wound	☐☐☐☐
Critical Wound	☐☐☐☐
INCapacitated	☐☐☐☐

Distinctive features: Conscience, Assassin, Implacable/2
Characteristics:
- PUG 3 (FEAR 4)
- SLE 3
- STY 3
- OPP 3 (DEF 4)
- SUB 7
- DIS 3 (MAS 4)

Natural weapons: Claws
Abilities:
- Slash/PUG 3
- Slither/SLE 1
- Climb/SLE 1
- Stunt/STY 1
- Dodge/OPP 3
- Hide/OPP 3
- Feel/SUB 2
- Look out/DIS 2

Destroyer
(Sublimation of the Tower of Destruction)

Cost: Destruction of the card
Difficulty: 8
Target: Thunderball
Range: 1 tile
Duration: One hour

The Thunderball transforms into a Destroyer, which takes the appearance of a Fire Elemental.

DESTROYER

Potential: 4
Attitude dominante : Special
Size: Large (4)
Movement: 5

UnHurt	☐☐☐☐
Light Wound	☐☐☐☐
Serious Wound	☐☐☐☐
Critical Wound	☐☐☐☐
INCapacitated	☐☐☐☐

Distinctive features: Conscience, Furie guerrière, Tueur né
Characteristics:
- PUG 7 (FEAR 8)
- SLE 3
- STY 3
- OPP 3 (DEF 4)
- SUB 3
- DIS 3 (MAS 4)

Natural weapons: Claws
Abilities:
- Charge/PUG 3
- Slash/PUG 3
- Slither/SLE 1
- Climb/SLE 1
- Stunt/STY 2
- Dodge/OPP 1
- Hide/OPP 1
- Feel/SUB 2
- Look out/DIS 2

Flamboyance
(Sublimation of the Sun)

Cost: Destruction of the card
Difficulty: 8
Target: Twin
Range: 1 tile
Duration: One hour

The Twin transforms into a Flamboyance, which takes the appearance of an Elemental of Light.

FLAMBOYANCE

Potential: 4
Attitude dominante : Special
Size: Large (4)
Mouvement: 5

UnHurt	☐☐☐☐
Light Wound	☐☐☐☐
Serious Wound	☐☐☐☐
Critical Wound	☐☐☐☐
INCapacitated	☐☐☐☐

Distinctive features: Conscience, Autorité, Résolution/2
Characteristics:
- PUG 3 (FEAR 4)
- SLE 3
- STY 7
- OPP 3 (DEF 4)
- SUB 3
- DIS 3 (MAS 4)

Natural weapons: Fists
Abilities:
- Bash/PUG 1
- Slither/SLE 1
- Climb/SLE 1
- Parry/STY 3
- Stunt/STY 3
- Dodge/OPP 1
- Hide/OPP 1
- Feel/SUB 2
- Look out/DIS 3

Abjurations

Card of Earth

(Abjuration of the Emperor)

Cost: 2 (Emperor)
Difficulty: Initial difficulty of the targeted spell +1
Target: A spell of Air
Range: 1 area
Duration: Instantaneous

The targeted spell ends.

Card of Air

(Abjuration of the Chariot)

Cost: 2 (Chariot)
Difficulty: Initial difficulty of the targeted spell +1
Target: A spell of Earth
Range: 1 area
Duration: Instantaneous

The targeted spell ends.

Card of Water

(Abjuration Destiny)

Cost: 2 (Destiny)
Difficulty: Initial difficulty of the targeted spell +1
Target: A spell of Fire
Range: 1 area
Duration: Instantaneous

The targeted spell ends.

Card of Darkness

(Abjuration of the Card-with-no-name)

Cost: 2 (Card-with-no-name)
Difficulty: Initial difficulty of the targeted spell +1
Target: A spell of Light or a miracle
Range: 1 area
Duration: Instantaneous

The targeted spell or mi-

Card of Fire

(Abjuration of the Tower of Destruction)

Cost: 2 (Tour de la destruction)
Difficulty: Initial difficulty of the targeted spell +1
Target: A spell of Water
Range: 1 area
Duration: Instantaneous

The targeted spell ends.

Card of Light

(Abjuration of the Sun)

Cost: 2 (Sun)
Difficulty: Initial difficulty of the targeted spell +1
Target: ADarkness spell or a miracle
Range: 1 area
Duration: Instantaneous

The targeted spell or miracle ends.

The Rules

DIVINATION

— Are you sure there's no risk we'll be spied upon?

The two men were sitting at the counter of a partially ruined inn, at the end of an alleyway in the Square. The first one doesn't look like much, he is like those many vagabonds who live in the slums of the City of thieves. The other, under a dark woolen cape, bears the armor of a black paladin of Acheron. He seemed particularly nervous, belittling the reputation of his order. The man speaking to him pointed out the men keeping watch outside the inn.

— We are under the protection of the Blades, Lord Nefarâs...

Nefarâs waved the argument away with a hand gesture. He had more trust in Seshtrâ than a handful of Cadwë mercenaries. The ghoul is watching over the area any intruder lives on borrowed time.

— I'm thinking of threats against which your hired killers cannot be of much help, murmurs Nefarâs. I'm thinking of faithful. I was told that my company's target has two in his employ and that they can foretell the dangers which threaten their master.

— Only the Ekzal...

— The Ekzal ?

— A high priest. Only he may foretell the future. Yet it just so happens that he is taking part in a Cadwë baptism ceremony at this very moment. He will only be back tomorrow.

— And the other faithful? insists the black paladin.

— Prediction isn't his strong point, answers the vagrant while smothering a hearty laugh. He suffers from vertigo! One major handicap when you consider that the divinatory rituals of the heralds of Felicity take place on rooftops.

Nefarâs didn't share the hilarity of his companion. The Acheronian wasen't at ease in Cadwallon. The city was too big, too different.

— Why don't your goblin merchants make use of local killers? Everyone says that Cadwallon is filled with free leaguers willing to do anything for a few ducats. At least, they would know the particularities of this accursed city!

— According to the ducal laws, assassinating a Peer is a form of high treason. A league would lose its priviledges and immunities if it were to commit such an act.

Nefarâs took a few more seconds to think. The sum offered was too important to be refused. He enventually agreed, and listened carefully to the plan his sponsor offered him

Night was falling. A kid led the faithful in the streets of Trophy. They reached their destination: a dilapitaded inn of the Square.

— Here, says the child as he pointed the hovel. But the men and the monster had left many hours ago.

— It doesn't matter, answered the herald with a soothing tone. You can leave me, now. May Cadwallon guard you.

The faithful entered the inn. It was empty. Nothing hinted to the fact that plotting people had met here. Yet, the previous evening, before leaving for the upper city, the Great Ekzal had been clear: something would be brewing in the Square during his absence.

The herald put his hands on one of the wall and closed his eyes.

— Ô Cadwallon. Ô sublime Felicity, he respectfully implored. I have come to listen. Ô my city, deliver me the spoken words.

A voice came from the wall and was heard in the room. It was Nefarâs': "Are you sure there's no risk we'll be spied upon?"

SPIRITUALITY

On Aarklash, the gods are a part of everyday life: in the heart of the battles of Rag'narok, where people die in their name; in the homes where their benevolence is called upon to favor a birth; in the fields, so that the weather will be good and spare the harvest... Every one lives with this reality, sometimes cursing it, sometimes praising it, depending on the path their destiny takes. Everyone feels the faith, and all believe in gods.

Many individuals perceive this relationship with the gods in a more intimate and intense way. They feel an uncommon devotion or respect for one, or more gods, depending on their culture. This extreme piety influences them to become servants of their faith and create a special bond with their cult. These kinds of people are called "faithful", and they can call on miracles.

FAITH

Faith I. Unshakable faith in one truth **II.** Religion **III.** Beliefs…

Universal Corpus – Great library of the University of Wyde

Faith is both a horrible burden and a formidable force for life and action. A burden, because the faithful imposes obligations reflecting the ideals of his gods to himself - the greater his faith, the stricter and greater the constraints he imposes on himself. Nonetheless, to the faithful, these burdens are light as bearing them means pleasing the gods and promoting their beliefs. The faithful therefore keeps nothing but the formidable force of life and action that his faith grants him. By putting his faith in these superior beings, his gives himself a model, causing him to push his limits. At the same time, his faith gives him the certainty that Immortals watch him during difficult moments, protecting him or expecting an outburst from him. This conviction is the source of Felicity; it allows to overcome the suffering fate puts in the path of his destiny.

The more zealous faithful develop such a faith that they can channel it and communicate to some extent with the object of their faith. These faithful use divination. This practice earned that name because of the first few faithful, who would use their faith to communicate with their deities, in order to insure their contentment and hear their commandments. Only later did they discover that they could implore the gods to intervene directly on Aarklash through miracles. The rituals have therefore kept the name of the primitive practice of the early faithful.

The faith of the faithful is strengthened by miracles. When a battle is won thanks to the Immortals, when an ill-omened pregnancy gives birth to a healthy child, when the wind brings much needed rain to the fields… The believers double their devotion, their faith increases, and can then be used by the faithful to call upon the gods, who in turn, strengthen the faith of the believers. This mystic circle confers an immense power to the faithful, and it is to keep and maintain that power that cults were created.

THE UNIVERSAL CULT

Cult I. Homage given to a god **II.** Ceremonies through which that homage is given **III.** Rite…

Universal Corpus – Great library of the University of Wyde

Cults vary depending on the gods or pantheons which the faithful call upon. Yet some very broad similarities form a common basis: the universal cult.

- **An open polytheism.** The gods exist and are numerous. No faithful can deny the presence of the other gods, and each venerates his own divinities. However, that state of mind is rarely a sign of tolerance. The races of Aarklash often clash in the name of their gods and the signs they have been sent.

- **Exiled gods.** At the dawn of time, gods used to walk on the surface of Aarklash, but had to flee in exile. The reasons behind that departure are hinted about in stories of the horrible war in which the gods faced one another. The explanation differs depending on the myths: punishment by a higher being, exodus following the disappearance of mana, retreat of the survivors… The gods now reside *outside* Aarklash, on other Realms (see Incantation).

- **Tangible actions of the gods.** The gods are considered as meddling in the life of the people of Aarklash, either on their own, or either because their faithful have called upon them. Miracles would be answers to these calls.

- **The existence of faithful,** go-between for the divine and the mortals. The term “faithful” perfectly describes the essence of these messengers of divine will: their behavior lies on an unbreakable loyalty to one or many gods. These days, the “believer” term has evolved and some cultures use other synonyms.

- **A hierarchy of faithful.** In most cults, the faithful organize in a pyramid structure. This hierarchy differs from one culture to the next, but the deans are the most respected as they are the most experienced and powerful faithful on Aarklash. They direct, guide and organize according to their cult, culture and belief.

- **Universal, alliance and cult miracles.** The faithful miracles among three categories: universal miracles, which are common, (any faithful can call); Alliance miracles (Light, Darkness or Destiny), which embody the cult’s position in regard to the Principals; cult miracles, specific culture, in other words, a particular god or pantheon.

- **Miracles related to alter, create and destroy.** Just like the saying stating that faith can move mountains, faithful are able to alter Creation and manage incredible feats. They also gain powers of creation inspired by divine grace. Finally, between their hands, faith is a powerful weapon which can send anyone back to the Void. Miracles are classified according to the aspect of faith they embody.

These fragments are part of a framework shared by almost all races of Aarklash, a general religious culture and the foundations of liturgic traditions. This universal cult comes in, according to its usual beliefs, at the more significant moments of life: birth, entering adult age, death... To this common ground, faithful add myths and rituals specific to their cultures and beliefs.

THE PRINCIPALS

Principals **I.** Principal Elements **II.** Essential constituent, with the primordial Elements, of Creation **III.** Light and Darkness. Certain scholars add Destiny as a Principal.

Universal Corpus – Great library of the University of Kallienne

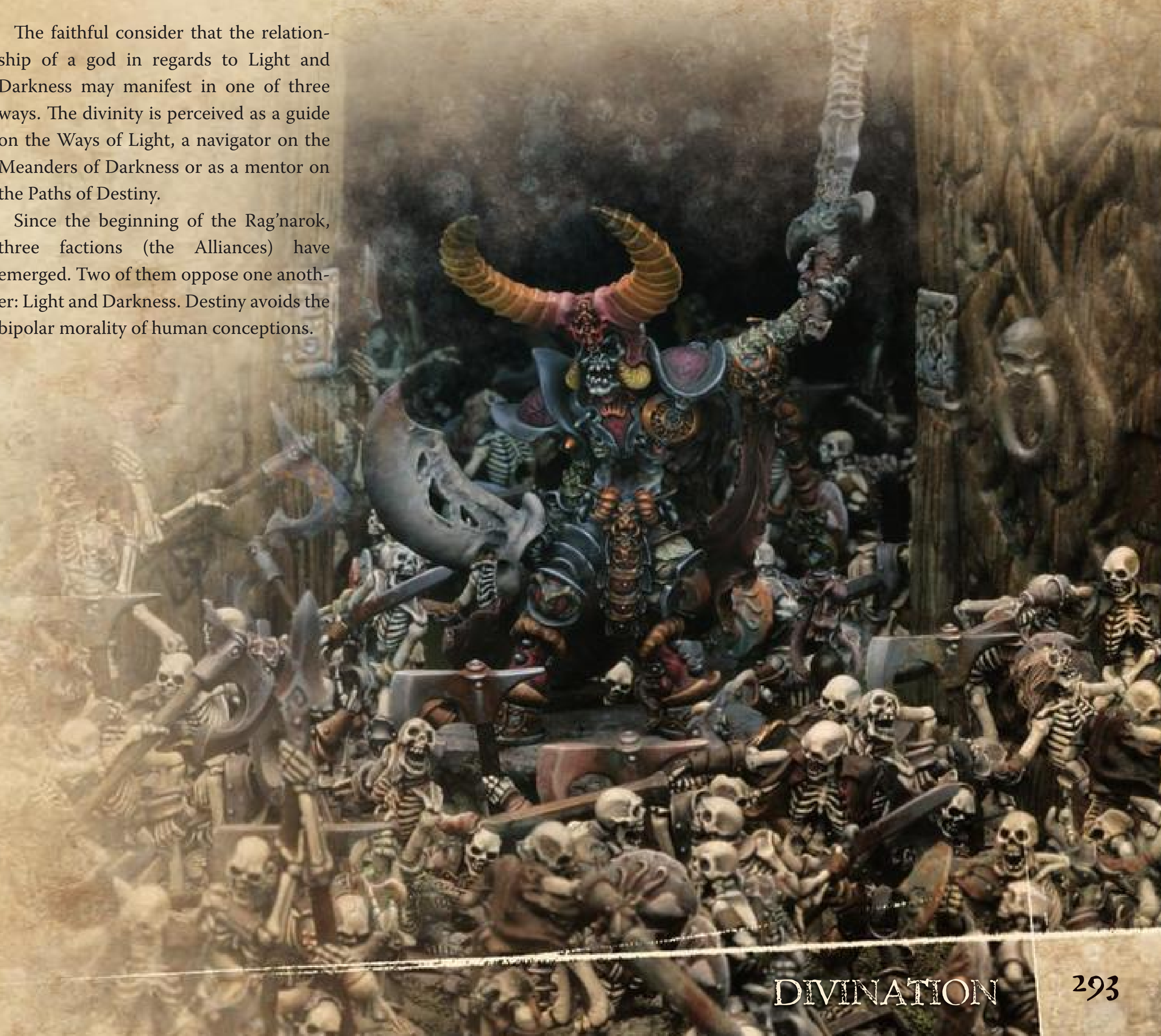
The faithful consider that the relationship of a god in regards to Light and Darkness may manifest in one of three ways. The divinity is perceived as a guide on the Ways of Light, a navigator on the Meanders of Darkness or as a mentor on the Paths of Destiny.

Since the beginning of the Rag'narok, three factions (the Alliances) have emerged. Two of them oppose one another: Light and Darkness. Destiny avoids the bipolar morality of human conceptions.

MERIN, THE IGNEOUS GOD

The Akkylannians, or Griffins, venerate Merin, the one god and father of Creation. According to their beliefs, Merin calls on his children to stop their ways of worshipping "false gods", which they have mistakenly taken up. A way of thought which was originally filled with good intentions, but which has given birth to the Inquisition, sadly known for its intransigence... Theologists of the igneous faith explain that the "false gods" are angels sent to speak the message of the father of Creation. The mortals would have misunderstood them and believed them to be gods. Some of these angels were amused by this mistake and comforted men in this error. They became demons, fallen angels, enemies of Akkylannie and its allies. Despite the appearances, this dogma fits within the universal cult, substituting the terms "angel" and "demon" to the word gods.

This doctrine has the merit of not causing too much friction with the allies of Akkylanniens, yet conflicts sometimes happen with faithful of Alahan or Tir-Nâ-Bor, both profoundly polytheist.



THE MYSTERIES OF CADWALLON

When it comes to matters of religion, the City of thieves does nothing to disprove its renown. Three unexplained phenomenon give the Jewel of Lanever a unique status.

The cultural miracles

It is impossible to call most cultural miracles within the walls of Cadwallon or its surrounding area. Only a few cults are free of this restriction, and even then, the concerned miracles are often limited to very specific divinities. With time, a list of cultural miracles which may be called in Cadwallon was made:

- Cadwë miracles;
- Miracles of the Ægis' gods Odnir and Hyffaid;
- Miracles of Merin;
- Daïkinee miracles linked to Whisshard or Eäkhyn.

Even the most imminent scholars cannot find a common point between the divinities of this random-looking list. Yet, there must exist a common point explaining why the miracles linked to these gods or concepts are the only ones which may be called in the Free city.

Spiritual geography

The faithful draw the energy necessary to call their miracles, in the faith of believers surrounding them. Thus, depending on the general spiritual inclination of the inhabitants of the place where he is (in other words, their position in regards to Destiny, Light and Darkness), a faithful has access to more or less energy to feed to his miracles. This rule applies everywhere on Aarklash. However, a number of sages remarked that Cadwallon has particularities which alter somewhat the natural working of miracles and which have been observed nowhere else. As a matter of fact, the religious conviction of the population would seem insufficient to explain the diverse auras seen in the Free city!

FAITHFUL AND MIRACLES

Faithful of diverse cults of Aarklash live alongside one another in Cadwallon and are important in Cadwë society.

Even though the Free city has its own religion with its faithful, its belief, its ways, most of the faithful present in the Jewel of Lanever represent cults active in the Rag'narok from all over the continent. These exiles have brought (and still bring) cults which have rooted themselves in the daily life of Cadwallon.

The dogmas

Beyond their preaching, the faithful debate of the interactions between the gods and the Principals. No certainty comes from their discussions, even if each cult is persuaded to know the truth. Most of the faithful of Destiny, removed from the question of Light and Darkness, observe it all with a certain skepticism.

Five great schools of dogma exist.

- **Subordination**

Widespread among Sessair, Barhan, Cynwäll, Akkyshan, Acheronian, Drune, Daïkinee, goblins, dwarves, orcs and Wolfen of Yllia.

Adepts from this school of thought believe that the Principals impose themselves to all of Creation. The gods cannot avoid these superior influences; they must choose a side, like every race in Aarklash.

- **Submission**

Widespread among Barhan, Cynwälls, Akkyshan and Acheronian.

The dogma of submission is a more advanced point of view based on the theory of subordination. The gods are considered to be the agents of Light or Darkness, or free from their grasp by taking a neutral stand (Destiny).

- **Deification**

Widespread among Barhan, Akkyshan and Acheronian.

An extremely minor school of thought, deification considers the gods as simple emanations of the Principals, growths of Light or Darkness. In this way, deification is more radical than submission. It has few adepts and has no explanation for gods who are not bound to Light or Darkness.

- **Instrumentation**

Widespread among Syhar, Acheronian, Daïkinee, Devourer, goblins, dwarves and orcs.

This school of though professes a theory which acts as a counterpoint to subordination, submission and deification. The gods simply use Light or Darkness as tools with which to act. On the subject of gods from the Paths of Destiny, instrumentation considers that these divinities use Light as much as Darkness.

- **Filiation**

Widespread among Barhan, the Possessed of Mid-Nor, Daïkinee, goblins, dwarves, orcs and the Wolfen of Yllia.

Original, this dogma is based on an imaginative depiction. Some gods are the children of Light, others are born of Darkness and some of both Principals. Many faithful consider this theory to be nothing but a simple repeat of deification, but with a symbolic form to correct its incoherencies.

THE CULTS

The Free city is also a diplomatic playground where many agreements are made and broken. In these negotiations, Faithful use all of their influence, as their consequences are determining for the future of the continent and, perhaps, even someday the result of the Rag'narok. Representatives of the many cults of Aarklash have therefore moved to Cadwallon. At the side of civil ambassadors, the faithful can no longer be avoided, and sometimes help, sometimes hinder, official talks.

The City of thieves is also an enclave of freedom in the heart of a continent in the throes of god-induced frenzy for war. Some faithful refuse to play a part in the resulting massacres. Their motives are diverse: cowardice, conviction, doubt... It is then impossible for them to remain in their home country, where they would be pariahs, forced to enroll or even tried and condemned. To seek refuge in Cadwallon is a solution which allows them to keep on living in good faith, far from the pressing obligations of the many races.

Finally, the Jewel of Lanever is also reputed for the mysteries of its spiritual geography. Many are the faithful, sent by their superiors or motivated by their own quest for truth, who enter Cadwallon hopping to solve its mysteries. Some (more often faithful who can call their cultural miracles in the city) actually claim to be "called" by Cadwallon and its fayry groves, or sometimes even sent by their gods. This is not without worrying the wisest of the faithful, as the specter of the curse still hangs over the City of thieves. These mystical oddities do nothing but give more credit to the alarming claims of some cults.

CALLING

TEMPORARY FAITH

The faithful draw the energy required to call their miracles from their own faith, but also from the believers around them. This available force is represented by temporary faith (T.F.). At the beginning of each round, the faithful has a number of T.F. which varies according to two things: the faithful and the spiritual geography of the area in which he is. The faithful always has as many T.F. as the rank in his highest Divination trade.

Depending on the cult of the faithful and the area in which he is, a certain amount of T.F. are added to this total.

If the faithful belongs to a Cadwë cult, he can draw from the faith of most of Cadwallon's inhabitants. Rarely short of mystical power, he is only moderately affected by local variations, due to large the amount of faithful Cadwë. The T.F. gained depends on the area in which the faithful is, as well as the specific cult to which he belongs, as shown on the table.

CADWË FAITHFUL

CULT	Upper city	Lower city
Heralds of Felicity	+ 4	+ 2
Bards of Destiny	+ 2	+ 2
Minstrels of Pain	+ 2	+ 4

Example: *A rank 3 Bard of destiny is in Trophy (lower city). At the beginning of each round, this faithful has 5 points of T.F. (3 for his rank + 2 for the Faith of the lower city).*

If the faithful belongs to a cult originating from elsewhere in Aarklash, he must take into consideration the faith of the exiles living in Cadwallon and the curse affecting the city. To represent these conditions, each fiefdom and each districts (sometimes even places within some districts) of Cadwallon has a FAITH value between 0 and +5 (if no value is specified for a type of Faith, its value is considered to be 0):

- (Light) may be used by the faithful of the Ways of Light;
- (Darkness) may be used by the faithful of the Meanders of Darkness;
- (Destiny) may be used by the faithful of the Paths of Destiny.

Example: *A rank 3 faithful of Arh-Tolth, the Scorpion god, is in Trophy, in the Comedy garden (Destiny + 2, Light + 2, Darkness + 3). At the beginning of each round, this faithful has 6 points of T.F. (3 for his rank + 3 for the Faith of the district corresponding to his Alliance).*

THE CALL

Calling a miracle requires an Alter, Create or Destroy test. This chapter details the mechanics which control the use of these abilities.

For his character to call a miracle, the player must spend as many T.F. as the Fervor of the miracle in question (this value is indicated in the description of each miracle). The expense takes place immediately before the Alter, Create or Destroy test. These points are spent whether the test is successful or not.

ALLIANCE ATTITUDES

	ATTITUDES TO		
ALLIANCE	Create	Alter	Destroy
Light	Style	Sleight	Discipline
Darkness	Subtlety	Opportunism	Pugnacity
Destiny	Player's choice	Player's choice	Player's choice

A faithful may spend more T.F. than the amount required by the miracle. He then benefits from a default quality, the required amount of gamble being equal to the amount of T.F. thus spent.

If enough T.F. is left, the character may call another miracle. It is impossible to call the same miracle twice within a round.

At the end of a round, T.F. points are lost. At the beginning of the next round, the new T.F. points available are calculated.

If a miracle affects an area already under the effect of an identical miracle, the effects are not cumulative. However, the duration of this effect are lengthened by that of the second miracle.

CALLING AND STEALTH

The postures and movements used when a miracle is called are as much a necessity as they are required by usage and tradition. Moreover, voice must be used when calling a miracle. Indeed, the faithful is supposed to speak to his god so that his prayer may be heard and a miracle may happen. The voice is therefore the symbol of this relationship. A faithful unable to speak is therefore unable to call any miracle. To call a miracle in normal conditions increases the TL by two points.

However, a faithful may whisper his call instead of speaking it out loud. He can restrain his movements as well. The call might become harder to call, but this difficulty may be overcome. A gamble authorizes the faithful to dispense the litanies of his cult. This makes the call less obvious (the TL only increases by a point).

Finally, a faithful may concentrate to reduce the manifestations of miracles if the call is successful. This also requires a gamble. In this case, the TL increases by a point instead of two.

If a faithful manages to suppress the litanies and the manifestations, the call does not cause an increase of the TL.

If the faithful was stealthy at the time of the call, he cannot be spotted and remains stealthy. Otherwise, the whispering and the concentration are still perceptible and it is possible to make a Reaction against the call.

LITANIES

The miracles presented below are classed by litanies, which means by corpus regrouping the universal miracles, the Alliances miracles and the cults.

Cadwallon is a cursed city; the wisest and oldest races are sure of it.

The miracles presented here are the only ones which may be called in Cadwallon. Thus, the litany of the Lion only lists miracles bound to Azel, while the faithful of that culture are polytheists. Their other gods do not answer to the calls of the faithful in the Free city.

Moreover, a notable fact is that the miracles of the daïkinee faithful and the Bards of Destiny both seem to be under the apparent influence of the same god, Wisshard. Yet, at the sight of the radically different effects from one litany to the next, the question of Wisshard's name designating the same entity is one that needs to be asked.

Each miracle is defined according to the following parameters:

Name of the miracle

Fervor: The amount of T.F. points the character must spend in order to call the miracle.

Difficulty: The difficulty of the Aspect test. "Free" means that the player chooses the difficulty before calling the miracle. The associated ability is indicated by a letter: C (Create), A (Alter) and D (Destroy).

Target: Indicates the possible targets for the miracle's effects.

- **Personal:** The faithful benefits from the effects of the miracle.
- A **character**, a **creature** and/or an **object**: this means that the effects are applied to a character, a creature or an object designated by the faithful. Sometimes, the very nature of the target may be indicated. For example, a faithful, an Elemental, a sword, etc.
- An **area of effect** indicates the perimeter (in squares) in which the effect of the miracle is applied. The miracle's description will detail the elements affected within that area.
- An **area** means that the effect of the miracle is applied on the whole area targeted. The miracle's description will detail the affected elements within that area.

Range: Maximum distance, in squares, within which the miracle's target must be. A faithful must have a line of sight to his target. However, certain special ranges exist:

- **Sight:** The range extends as far as the faithful eyesight allows;
- **Tile:** The range extends to the whole tile on which the character is;
- **Game board:** The range extends to the whole game board;
- **Fiefdom:** The range extends to the whole fiefdom in which the character is.
- **Cadwallon:** The range extends to the whole city (1).
- **Aarklash:** The range extends to the whole continent (2).
- **Realm:** The range extends to the whole Realm in which the faithful is.
- **Creation:** The range of the miracle is unlimited.

Duration: The length of time during which the miracle remains effective.

Followed by the game effect representing the miracle and eventually the extra effects gained if a gamble is taken.

Sometimes a parameter is noted as "Special": the way of determining it is then written in the text describing the miracle's effects.

Note: *To figure out the amount of damage inflicted by a miracle, the same rule as firearms damage is used: the player rolls as many dice as the POW and keeps two dice.*

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(1) : *If the faithful is in another Realm when he calls a miracle with this range, this means that his miracle will still have an effect in Cadwallon, even though he isn't currently there! However, if he is in one of the elemental reflections of the Free city, the range then affects the whole mirror-city, and not the original city.*

(2) : *If a faithful is in another Realm when he calls a miracle with this range, its effect take place in Aarklash, even though he isn't currently there!*

UNIVERSAL LITANY

All of the believers and the faithful of Aarklash agree on fundamental principles. Whether they are merciful, cruel or detached, their gods give them all the same attention. These rituals common to every religion are expressed by universal litanies, **accessible to all**.

Banishment

Fervor: 3
Difficulty: 3 + targeted POT (D)
Target: A creature
Range: 10
Duration: Instantaneous

Banishment allows to send a creature from outside of Aarklash (Elemental, Immortal, etc.) back to its original Realm.

Divine sight

Fervor: 2
Difficulty: 8 (C)
Target: A character
Range: 4
Duration: 2 rounds

The faithful grants a shred of divine omniscience to the target.

The target temporarily gains the feat "Intuition".

Dubbing

Fervor: 1
Difficulty: 4 (C)
Target: One object
Range: 1
Duration: Special

The faithful creates a holy aura around one object which symbolizes the trade of its owner (weapon for a warrior, religious symbol for a faithful, tool for an artisan, etc.). This miracle is often called during nominating ceremonies for knights, faithful, master artisans... It takes its name from this common use.

During the next use of the targeted object, the owner benefits from a minimum quality of 1 to the next ability test having to do with it: Tinker for a lock-picking tool, Slash for a bladed weapon, etc.

An object can only be affected by one Dubbing at a time.

Gambles taken for Dubbing allow to increase the minimum quality of the object.

Kingdom of the blind

Fervor: 2
Difficulty: 8 (D)
Target: A character or creature
Range: 5
Duration: 2 rounds

The target's eyesight becomes blurry.

If the target is in a clear zone, it is considered as being in an dark zone. Otherwise, she is considered as being in a pitch dark zone. Moreover, it is unable to do tasks requiring a good visual accuracy (DM's call).

Mancy

Fervor: 2
Difficulty: 7 (C)
Target: Area
Range: 0
Duration: 2 rounds

Mancy gives an aura to faithful present in the targeted area. Only the faithful who called the Mancy may see this aura. If he examines it (fact, 1d6), he can get information about the affected faithful. The information gained depends on the highest Divination trade rank of the faithful who called the Mancy.

- **Rank 1 to 2:** The Divination trade ranks of the observed faithful
- **Rank 3:** His or her Divination trades
- **Rank 4:** His or her Alliance
- **Rank 5:** His or her cult

Miraculous reprieve

Fervor: 3
Difficulty: 6 + Wound penalty (A)
Target: A character or creature
Range: 3
Duration: Instantaneous

The target is immediately healed: it regains a health status. The magnanimousness of the gods has limits, however, and the target will be unable to benefit from this miracle again until the next rise of Lahn.

Purifying touch

Fervor: 2
Difficulty: 8 (D)
Target: A character or creature
Range: 1
Duration: Instantaneous

The faithful places his hands on the character or a creature. The effect of miracles affecting the target end immediately.

Religious authority

Fervor: 1
Difficulty: 5 (A)
Target: Personal
Range: 0
Duration: 2 rounds

Religious authority increases the charisma of the faithful, who gets a point to the minimum quality of his tests with the "Command" ability. Moreover results of ⚀ are no longer failures on his 0d6tests and the Adding rule is applied if all of his dice give a result of ⚀.

Gambles in regard to calling Religious authority allow to raise the minimum quality of all the Command/DIS tests of the target.

Trade prayer

Fervor: 1
Difficulty: 6 (A)
Target: A character
Range: 4
Duration: 2 rounds

Trade prayer increases the expertise of the targeted character. The target gains a point to the minimum quality of any test which uses abilities given by a selected trade. Moreover, results of ⚀ are no longer failures on these 0d6 tests and the Adding rule applies if all dice give a ⚀ result.

Gambles taken while calling Trade prayer allow to increase the duration of this miracle by a round per gamble.

LITANY OF LIGHT

The faithful of the Light fight for Good. They serve gods who want to protect their people without seeking to destroy others. They defend the ideals of chivalry, of an ordered civilization in a world freed of vice.

Angelic grace

Fervor: 2
Difficulty: 4 (A)
Target: A character
Range: 5
Duration: 2 rounds

This miracle increases the fluidity of the target's movement, which increases its reach by a point.

Angelic weapon

Fervor: 2
Difficulty: 5 (D)
Target: One weapon
Range: 4
Duration: Special

The faithful blesses a weapon at the moment its wielder is about to land a blow.

Calling of this miracle is always a reaction to an action caused by a Confrontation ability. If this action is successful, the weapon inflicts one extra point of damage for every two levels of Destruction of the faithful.

Appeasement

Fervor: 4
Difficulty: 3 + NM (A)
Target: Game board
Range: 0
Duration: Instantaneous

Appeasement changes the TL of the area in which the faithful is: it is immediately lowered by a point. This miracle can only be called again when the TL will have increased once more.

Aura of rigor

Fervor: 3
Difficulty: 7 (D)
Target: Area
Range: 0
Duration: 5 rounds

The moral rigor claimed by the partisans of Light extends his influence in the targeted zone.

The natural results of Fool/OPP and Crook/OPP tests are automatic failures for the entire length of the miracle.

Exaltation

Fervor: 3
Difficulty: 8 (A)
Target: A character
Range: 4
Duration: 2 rounds

The faithful exalts the target's ardor, which temporarily gains the feat Fanaticism.

Heavenly inspiration

Fervor: 2
Difficulty: 4 (C)
Target: A character
Range: 4
Duration: 2 rounds

The faithful strengthens the target's motivation. Its benefits, by default, of one point of quality (without taking a gamble) on each of its tests.

Purifying clarity

Fervor: 3
Difficulty: 9 (D)
Target: Character, creature or object
Range: 3
Duration: Instantaneous

An aura of light briefly surrounds the target.

Effects of spells and miracles which were affecting it end.

Shield of Light

Fervor: 2
Difficulty: 8 (C)
Target: Personal
Range: 0
Duration: 1 round

This miracle creates a luminous sphere which surrounds the target and its surrounding squares.

Miracles and spells of Darkness may not cross this barrier. Characters, creatures and objects inside the Shield of Light therefore avoid their effects. Miracles or spells of Darkness from within the Shield of Light affect their targets normally.

Shroud of Light

Fervor: 4
Difficulty: 10 (C)
Target: One corpse
Range: 1
Duration: 5 rounds

Shroud of Light can target a corpse whose death dates from, at the most, the previous nightfall. The corpse recovers its senses and is once again able to speak and think. This effect only lasts for a moment, just long enough for the faithful and any eventual protagonists to have a brief conversation with the deceased. If the faithful tries to make the dead speak against his will, this exchange is done using the normal Interaction rules.

LITANY OF DARKNESS

The faithful of Darkness work for Evil. They serve warlike, heartless and shameless gods, who encourage the many races to massacre each other or beat one another into submission. The faithful of Darkness respect ambition, will power and the capacity to triumph over all obstacles.

Demons' net

Fervor: 2
Difficulty: 4 (A)
Target: A character
Range: 5
Duration: 2 rounds

Demons' net restricts the movement of the target, whose Reach is reduced by a point.

Fascinating inertia

Fervor: 4
Difficulty: 10 – target's SUB (A)
Target: A character
Range: 3
Duration: 10 rounds

The target discovers an irresistible fascination for its own movements.

It cannot help but study them and move more slowly... It suffers a -1 to the final result of its tests of movement and the cost of squares it crosses increase by a MOV point.

Intimidation

Fervor: 2
Difficulty: 5 (C)
Target: Personal
Range: 30
Duration: 2 rounds

Intimidation gives a faithful a threatening appearance. This miracle increases the charisma of the faithful, who gains a minimum quality point (without taking a gamble) for his tests using Intimidate/PUG. Moreover, results of ⚀ on his dice rolls are no longer failures during these 0d6 tests and the Adding rule is applied if the result of all rolled dice is ⚀.

Gambles taken when calling this miracle allow to increase the minimum quality of the target's Intimidate/PUG tests.

Ira Tenebrae summoning

Fervor: 4
Difficulty: 8 (D)
Target: Special
Range: 4
Duration: 5 rounds

If the final result of the Destruction/Special test succeeds or equals its difficulty, the Immortal is bound to the faithful and follows his orders. Otherwise, the ira tenebrae appears despite the failure, but is not bound by the will of the faithful and proceeds to immediately attack him. If other Immortals of the same type see this attack, they follow suit and also attack the faithful.

The number of ira tenebrae a faithful may control depend on his highest Divination trade rank:

- **Rank 1:** 1
- **Rank 2:** 2
- **Rank 3:** 3
- **Rank 4:** 4
- **Rank 5:** 8
- **Rank 6:** 16

If a faithful tries to call more than this limit, the Immortal who appears is hostile, no matter what the final result of the Destroy/Special test.

Possession

Fervor: 2
Difficulty: 8 (C)
Target: A character
Range: 3
Duration: 2 rounds

The miracle provokes a frenetic ardor in the target, who temporarily gains the feat "Possessed".

Sign of the Abyss

Fervor: 2
Difficulty: 8 (C)
Target: A character
Range: 2
Duration: 6 rounds

This miracle corrupts the flesh and blood of the target, who temporarily gains the feat "Living-dead".

Soul theft

Fervor: 4
Difficulty: 6 + victim's POT (D)
Target: A character
Range: 3
Duration: Instantaneous

The faithful provokes, at a distance, a constriction of the victim's heart, who suffers an attack with a damage roll with a Power equal to the Destruction level of the faithful.

Supernatural wear

Fervor: 3
Difficulty: 7 (A)
Target: One object
Range: 2
Duration: Instantaneous

This miracle causes one object to suffer the wear of time in an extremely accelerated fashion. The target withers to the point of falling to dust.

The object must be of medium Size and fit in one square. Moreover, it must be an Object of its own (it cannot be part of a bigger object). For example, the miracle could be called on the bullet of a gun, but not on the gun's trigger.

Vindictiveness of Darkness

Fervor: 2
Difficulty: 6 (D)
Target: One weapon
Range: 4
Duration: Special

Calling this miracle is always a reaction to an action caused by an attack.

The faithful blesses a weapon at the moment its wielder is about to land a blow on a faithful. If the attack hits, the weapon inflicts one extra point of damage for every level of Destruction of the faithful who called Vindictiveness of Darkness.

LITANY OF DESTINY

The faithful of Destiny venerate wild, ancient and merciless gods. Far from the moral considerations of the human race, they are preoccupied by the very foundations of life: instinct, nature, survival. The faithful of Destiny are in harmony with the soul of Creation.

Age of man

Fervor: 3
Difficulty: 7 (D)
Target: Area
Range: 0
Duration: 2 rounds

Age of man prevents the call of miracles in the targeted area.

Die results for Create, Alter and Destroy tests are systematically considered as ⚀.

Cleaver of destiny

Fervor: 3
Difficulty: 8 (D)
Target: A character
Range: 6
Duration: 2 rounds

This miracle annihilates the character's inhibitions and awaken his primal savagery. The target temporarily gains the feat "Born killer".

Era of chaos

Fervor: 3
Difficulty: 7 (D)
Target: An area
Range: 0
Duration: 2 rounds

This miracle perturbs the use of technologies. Die results of dice used for tests using Revolution talent abilities are considered as ⚀.

Kiss of Destiny

Fervor: 2
Difficulty: 4 (A)
Target: A character
Range: 5
Duration: 2 rounds

Kiss of Destiny increases the fluidity of the target's movement, who no longer needs to stop its movements when it enters an opponents' Reach.

Land of opportunity

Fervor: 2
Difficulty: 6 (C)
Target: One area
Range: 0
Duration: 1 round

The miracle generates a transparent aura which covers the area.

The final results of tests to call a miracle of Destiny, as well as incantation tests of spells of Earth, Water, Fire and Air, are increased by a point for each two levels of the Create ability of the faithful.

Leaden revocation

Fervor: 2
Difficulty: 5 (C)
Target: Personal
Range: 0
Duration: 2 rounds

This miracle grants its caller an important power in blocking religion. The faithful gets a minimum quality point (without taking a gamble) on his Revoke/PUG tests. Moreover, results of ⚀ are no longer failures on his 0d6 tests and the Adding rule is applied if all of the rolled dice give a result of ⚀.

Gambles taken when calling Leaden revocation allow to increase the minimum quality of the target's Revoke/PUG tests.

Mark of blood

Fervor: 3
Difficulty: 8 (C)
Target: A character
Range: 3
Duration: 2 rounds.

The miracle grants its target an innate sense of accuracy. The character temporarily gains the feat "Instinctive firing".

Power over Creation

Fervor: 2
Difficulty: 5 (A)
Target: A character
Range: 2
Duration: 2 rounds

This miracle allows the target to avoid obstacles during its movements. The cost of crossed squares are reduced by a MOV point for every two Alter levels of the faithful. The cost of a square cannot be lower than one point.

Sylvan Animae summoning

Fervor: 4
Difficulty: 8 (A)
Target: Special
Range: 4
Duration: 5 rounds

If the final result of the Destroy/Special test equals or beats the difficulty, the Immortal is allied to the faithful and follows his orders. Otherwise, the sylvan anima appears despite the failure, but is not bound by the will of the faithful; he flees immediately. If other sylvan animaes controlled by the faithful witness this, they follow suit, breaking the bond and flee as well.

The number of sylvan animae a faithful can control depends on his higher Divination trade rank:

- **Rank 1:** 1
- **Rank 2:** 2
- **Rank 3:** 3
- **Rank 4:** 4
- **Rank 5:** 8
- **Rank 6:** 16

If the faithful tries to call one more animae than his limit allows, the Immortal who appears flees immediately, no matter what the result of the Alter/Special may be.

LITANY OF FELICITY

The heralds of Felicity form a clergy dedicated to the Cadwë circles of power. Even though few in numbers, they are omnipresent within the Duke's and the peer's retinues.

Beliefs and customs: To the heralds of Felicity, Cadwallon is a divinity of its own (Felicity), and represent it. The faithful of this cult serve the Duke and the peers, who they consider as emanations of the city-goddess. The heralds demand nothing for their services, but are generally thanked with revenues, rich apartments, servants and other advantages. Those who are in power and who have welcomed them at their side cannot work without them anymore.

The heralds of Felicity do not conduct any rites and do not preach.

Organization: The faithful of this cult are regrouped among circles, or inheritances, which corresponds to the fiefdoms. An inheritance gathers in most cases about ten faithful led by an ekzal (who is generally close to the peer). The heart of the inheritance is the legacy, an inheritance attached to the ducal fiefdom, which counts about a hundred faithful. If many of them work in the ducal administration, the ekzals faithfully serve the interests of the fiefdom to which their inheritance is attached. Even though they are under the orders of the Great Ekzal, they claim to be autonomous and a total loyalty towards the peer they serve. In case of conflicts between fiefdoms, they pursue their work at the side of their peer. Their unfailing devotion and their organization frequently allow them to play an essential diplomatic role.

Cultural customs:

- **Calling the miracles:** The heralds call upon their goddess, loudly and clearly, while groping what surrounds them (the ground, the walls, the trees...), in order to reinforce the sacred bond they have with Felicity.

- **Predictions:** To read signs concerning the future or access hidden knowledge, the heralds of Felicity climb up onto the city's roofs to deduce the answers to their questions from the motion of Cadwë life.

Cadwë baptism

Fervor: 6
Difficulty: 4 (D)
Target: One consenting character
Range: 1
Duration: Instantaneous

A Cadwë baptism allows a character to reject his former culture and become a full Cadwë. The miracle is called during a half-hour long ceremony in the groves of desire. The player replaces the heritage of his character by "Upper city" or "Lower city" heritage, depending on where the thicket in which the ceremony takes place is.

This miracle is not to be called lightly. The heralds only use it for strangers who have manifested, in a real and durable way, their intention of becoming Cadwë.

A Cadwë thus baptized gains, in the ducal law's eyes, the same rights as Cadwës born in Cadwallon.

Ear of the wall

Fervor: 4
Difficulty: 7 (A)
Target: One wall
Range: 1
Duration: Special

By placing his hand on a city wall, the faithful is able to restore the conversations which have taken place in the area where the wall stands (since the last nightfall). The duration of the miracle is equal to the time which has passed since the last nightfall.

A wall can only give out what it has "heard" once; it is not possible to listen to the same conversation twice. Sometimes (according to the GM's decision), background noises can distort the restoration. In this case, successful Look out/DIS tests may be required to perceive the conversations properly.

Guide

Fervor: 3
Difficulty: 6 (C)
Target: Personal
Range: 0
Duration: 2 rounds

This miracle creates an intimate link between Cadwallon and the faithful, who gains a level in all of his "Region" or "Fiefdom" knowledge that have something to do with Cadwallon.

LITANY OF PAIN

Like the heralds of Felicity, the minstrels of Pain are an elitist clergy. Unlike their brothers, they keep away from the circles of power and mostly act in the lower city.

Beliefs and customs: The minstrels of Pain profess a strange philosophy, terrible and optimistic at the same time, which mixes the concepts of desire, conscience, hope and suffering. They feel that the gods have gifted living beings with desires and conscience. These gifts would also be curses, as desires are innumerable and impossible to satisfy, and blessings, as individuals have access to hope, which allows to be free of suffering. Thus the servants consider existence as a trial. The wise man knows how to choose it and not suffer it, in order to rise above the pain.

Organization: The minstrels of Pain live in penitences, monasteries disseminated in the lower city. Each penitence corresponds to a declination in the general philosophy of the servants. Thus, the expressive penitence, found in Trophy, preaches freedom from the "desire-conscience-suffering" cycle through artistic creation. An penitence is led by its oldest faithful: the penitent.

The minstrels of Pain are compassionate, their penitences are open to those who need their help. This support is appreciated in the lower city, even though most Cadwës don't understand the beliefs of these faithful

Cultural customs:

- **Calling the miracles:** The minstrels of Pain recite plaintive prayers through which they expose their conscious grasp of suffering, their rejection of desire and their quest for hope to the gods.
- **Predictions:** The minstrels of Pain inflict physical pain upon themselves, notably with barbed whips. They then try to overcome the pain. When they manage to, their mind attains a level of clairvoyance which allows them to make predictions.

Denial of pain

Fervor: 5
Difficulty: 3 + wound penality (D)
Target: One character
Range: 1
Duration: Special

The target of Denial of pain stops suffering from the less important consequences of his Wounds. He is no longer affected by the penalties linked to his health status. The effect of the miracle last until the target regains a health point of the "Unhurt" level, or until it is wounded again.

Prayer

Fervor: 3
Difficulty: 6 (C)
Target: Personal
Range: 0
Duration: 2 rounds

This miracle gives form to the desire which the faithful feels towards others.

Prayer increases the charisma of the faithful, who gains a minimum quality point to his tests with "Pray/DIS". Moreover, results of ⚀ are no longer failures on 0d6 tests, and the Adding rule is applied if the result of all of his test dice is ⚀.

Gambles taken during the call of Prayer allows to increase the minimum quality of the target's Pray/DIS tests.

Union

Fervor: 2
Difficulty: 6 (A)
Target: One character
Range: 5
Duration: 2 rounds

The target's DIS increases by one to three points: one for every two levels of the Alter skill of the faithful.

LITANY OF DESTINY

The Bards represent the main Cadwë clergy. Their rites are behind many customs in the City of thieves. Their cult has its roots in very ancient daïkinee myths.

Beliefs and customs: The Bards of Destiny claim that Cadwallon has been built on what was once the garden of the god Wisshard. No one knows the source of this revelation, but they consider the Daïkinee god under a much more favorable light than the guardians of Quithayran themselves. According to them, Wisshard even used to welcome mortals seeking rest and peace in his garden. Indeed, just as night and day follow one another endlessly, life is a permanent cycle of happiness and suffering.

In his garden, Wisshard offered mortals a chance to be free from the chains of happiness and suffering for a moment. Those who stayed would come out wiser, stronger and more ready to face their destiny.

The ceremonies of the Bards always take place in sacred groves. They are composed of songs and dances, which follow the rhythm of the Cadwë life, celebrating the births, the weddings, the deaths... The Bards also consecrate the wisshs, small wooden statues which can be found in every Cadwë home. These small idols are supposed to keep misfortune at bay and make it flee the house. A Cadwëe notes that it's because misfortune is chased out of houses that it is found on the streets...

The wisshs are the object of a true domestic cult led by the head of the family. Sometimes, supreme sign of the household's blessing, fayrees – the children of Wisshard – use the little statues to make a nest.

Organization: The Bards of Destiny do not have any specific organization. A minstrel lives off his main trade and officiates as a faithful only when circumstances demand it (birth, wedding, etc.). The initiation of new members is done by an experienced minstrel, at least a Dean. This father-son relationship is a deep one.

Cultural customs:

- The Bards of Destiny sing to attract destiny's grace and Wisshard's power.
- The Bards of Destiny listen to the fayes hum in their wonderful language and thus enter a state between sleep and wakefulness. Faithful then manage to understand shreds of the fayes' babbling and make predictions from it.

Enemy of the bards

Fervor: 6
Difficulty: 4 (D)
Target: Special
Range: Sight
Duration: Special

This miracle is a curse used as a form of retribution: it targets a character of a creature which has deteriorated a wissh, a thicket of desire or a place of worship of the heralds, the servants or the minstrels, or otherwise acted violently against a faye or a Cadwë faithful.

The target suffers from a -1 to all of his final results, for as long as he stays in Cadwallon. The effects of this miracle end as soon as the target leaves the limits of the city.

Father of the *wisshs*

Fervor: 4
Difficulty: 7 (A)
Target: One wissh
Range: Zone.
Duration: 2 rounds

Father of the wisshs creates a bond between a faithful and a wissh. The range of the miracles called by the faithful is determined from the wissh or the faithful(players choice).

Gambles allow to increase the duration of this miracle.

Friend of the fayrees

Fervor: 4
Difficulty: 8 (C)
Target: One character
Range: 3
Duration: 2 rounds

This miracle links the vital essence of the character to the fayry. He temporarily gains the feat "Regeneration/X".

LITANY OF THE ÆGIS

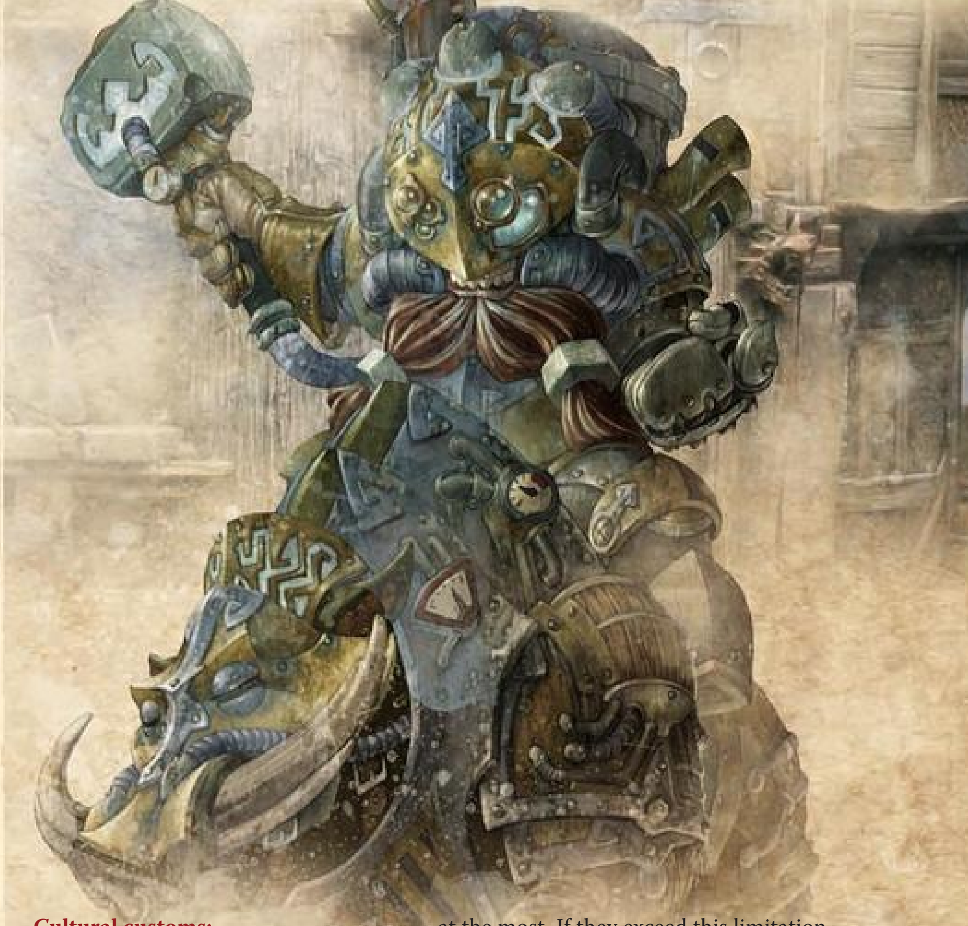
(Boar)

A long time ago, the dwarves made a pact with the gods living the top of the Ægis. They have welcomed the dwarves in their homes in exchange for the oath that they would protect the giants, children of the gods.

Beliefs and customs: The dwarves are the only ones to practice this litany and jealously guard the secrets. Only a few goblins in contact with extremely ancient ancestors and Akkylanniens may claim to know anything about this polytheist cult, which counts a god for each aspect of the dwarves' daily life.

The best known and revered figures of the dwarven pantheon are Odnir and Uren, who watch over law and the forges, respectively. Furthermore, Odnir is the father of the Ægis. He is therefore the leader of the gods, just like the elders and the ancients are the leaders of dwarven communities. Uren is a warrior god, young and rowdy. With the battles of Rag'narok, more and more dwarves venerate him and leave their fates to him before combats. Some faithful and believers sometime contest Odnir's authority. Others whisper that Uren inspires this secessionist belief.

Organization: The faithful of the Ægis are integrated in society and daily life, just like the god they serve. Their exact place depends on their guardian divinity. The faithful of Odnir are active in political life. Without having any personal authority, they give their blessings to decisions from political institutions and the naming of new representatives. The faithful of Uren are warriors, blacksmiths and engineers. Uren is the patron of thermo-warriors and thermo-priests who enter battle armed with steam-powered weapons. His clergy is also composed of more traditional priest, the provosts.



Cultural customs:

- **Calling the miracles:** The faithful of the Ægis evoke the name associated with the called miracle. At the same time, they brandish an object bearing the god's symbol. The gods are never implored, as they are allies, and not masters, to the Tir-Nâ-Bor dwarves
- **Predictions:** A prediction is always made under the guidance of a god, associated with the concerned aspect of everyday life. The faithful of Odnir read the future of institutions and cities in the entrails of a boar's young. Faithful of Uren predict the issue of battles by examining the reflections of the sun on weapons and armor.

Fire of Gheim

Fervor: 4
Difficulty: 7 (C)
Target: Personal
Range: 0
Duration: Instantaneous

Fire of Gheim rekindles the life flame of the faithful.

The faithful regains a health point for each of his Create/Special levels. This miracle calls upon the primordial strength of Fire. Thus, the faithful limit themselves to calling the Fire of Gheim once per day at the most. If they exceed this limitation, their mortal constitution cannot contain so much power: the miracle caller suffers six damage points.

Hyffaid's curse

Fervor: 4
Difficulty: 7 (A)
Target: One character
Range: 10
Duration: 2 rounds

This miracles alters the sight of the target. If the target is in a clear area, it is now considered as being in an dark area. Otherwise, the target is considered as if it were in a pitch dark area.

Hyffaid's rage

Fervor: 4
Difficulty: 8 (D)
Target: One character
Range: 3
Duration: 2 rounds

The target of this miracle has a frenzied desire to destroy everything.

The target temporarily gains the feat "War fury".

Litany of Merin

(Griffin)

The faithful of Merin are from Akkylannie. They brandish the igneous standards of their one god across all of Aarklash. Military men and missionaries, they attempt to convert all races.

Beliefs and customs: The faithful of Merin are monotheists. They are convinced that the gods of the other races are imposters, or misinterpreted visions of Merin. They have concluded that mortals have turned away from the path of Merin, demiurge of Aarklash. Creation must therefore be destroyed so that a new one may be created, free from sin, ready to welcome the faithful under the rule of Merin. Galvanized by this redeeming quest, the faithful of Merin are often fanatics and sometimes merciless. Yet, many of them are sincere missionaries, convinced they are offering salvation to the inhabitants of Aarklash by converting them.

Organization: The faithful of Merin belong to the Church or the Inquisition of Akkylannie. The formers are often simple country priests or well-meaning missionaries. The latter, however, are the armed hand of the Church, and sometimes of the Empire itself. Hard and uncompromising, they relentlessly hunt the enemies of faith and of Akkylannie. All obey the pope, second most influent person in the empire after the Emperor himself. Some say that the pope is the true ruler of Akkylannie.

Cultural customs:

- **Calling the miracles:** The faithful calls Merin through speech, with a quick paced, a feverish and exalted tone. For a given miracle, a litany is immutable (not a single word may be changed), but the tone and the pace vary according to the attitude and the rank of the faithful.
- **Predictions:** They take place over an entire day. The previous evening, the faithful prays Merin and asks him to place the following day under the sign of the future. The events of the following day are, for the faithful, good or bad omens. If events (important or not) catch his attention, he must interpret them.

Burning of the Infidels

Fervor: 5
Difficulty: 7
Target: One character or creature
Range: 8
Duration: Instantaneous

The victim is swamped by a powerful heat wave. It suffers an attack which inflicts damage of a POW equal to the T.F. of the faithful at the moment of the call.

This damage roll benefits from a modifier equal to the number of gambles taken during the call.

Confession

Fervor: 3
Difficulty: 4 (C)
Target: Personal
Duration: 2 rounds

This miracle gives the faithful a powerful persuasion force destined to obtain confessions from those he speaks with.

Confession increases the charisma of the faithful who gains a minimum quality point (without gambles) for his tests when attempting a confession (see Interaction). Moreover, results of ⚀ are no longer failures on 0d6 tests, and the Adding rule is applied if all of the dice used for the test have a result of ⚀.

Gambles taken when Confession is called can increase the minimum quality of the target's tests.

Merin's shield

Fervor: 4
Difficulty: 7 (A)
Target: Personal
Range: 3
Duration: 2 rounds

The miracle disturbs shots. It stops all thrown or shot projectiles within its range.

Gambles taken when Merin's Aegis is called increase the duration of this miracle.

LITANY OF QUITHAYRAN
(Scarab)

This cult is the original religion of the elves. As the hour of the Rag'narok sounds, this litany is now practiced by no one but the Daïkinee and respected by the Wolfen.

Beliefs and customs: The cult is based on the cycle of life and death. It results from the elves and the gods living together since the dawn of time. Polytheists, the Quithayran elves revere Aoh, the Spirit of all life, Earhë, the goddess of dusk and Eäkhyn, the god of Dawn. They also fear Wisshard, a destructive divinity which only the sacrifice of Eäkhyn was able to stop. Earhë has the most important place in this pantheon.

Organization: The faithful of Aoh are hermits who only come out of their trances to advise the believers. Faithful of Eäkhyn bless weapons and those of Earhë celebrate the many stages of existence: birth, wedding, death, etc. It is said there are no priests of Wisshard, who is however present in daïkinee legends

Cultural customs:

- **Calling the miracles:** The calls are similar to bird calls, the motions of the faithful resemble a swaying dance.
- **Predictions:** The faithful are attracted to fayery thickets. There they lie down, naked, and sing a prayer to Aoh (to appease and comfort him) before cursing Wisshard. They repeat this ritual until a cry pierces their mind, freezing their muscles. Images then spring forth from the past and the future.

Mana eater

Fervor: 3
Difficulty: 4 (D)
Target: A magician
Range: 5
Duration: Instantaneous

Calling this miracle is always a reaction to an Incantation.

The miracle destroys part of the mana used for the incantation. The Magician must immediately spend an additional mana point or his spell will fail. This additional expense is a free move which does not count in the actions and reactions of the round.

Gambles can be taken to increase the amount of mana spent, at the rate of one point per gamble.

Dream eater

Fervor: 3
Difficulty: 4 (C)
Target: A sleeping character
Range: 1
Duration: 1 night

The faithful turns the dreams of the target into nightmares. The victim then falls into a fitful sleep from which nothing can wake it, other than the spell's end. The target rises from its sleep at dawn with as many health points lost as the level of Create of the faithful.

Life eater

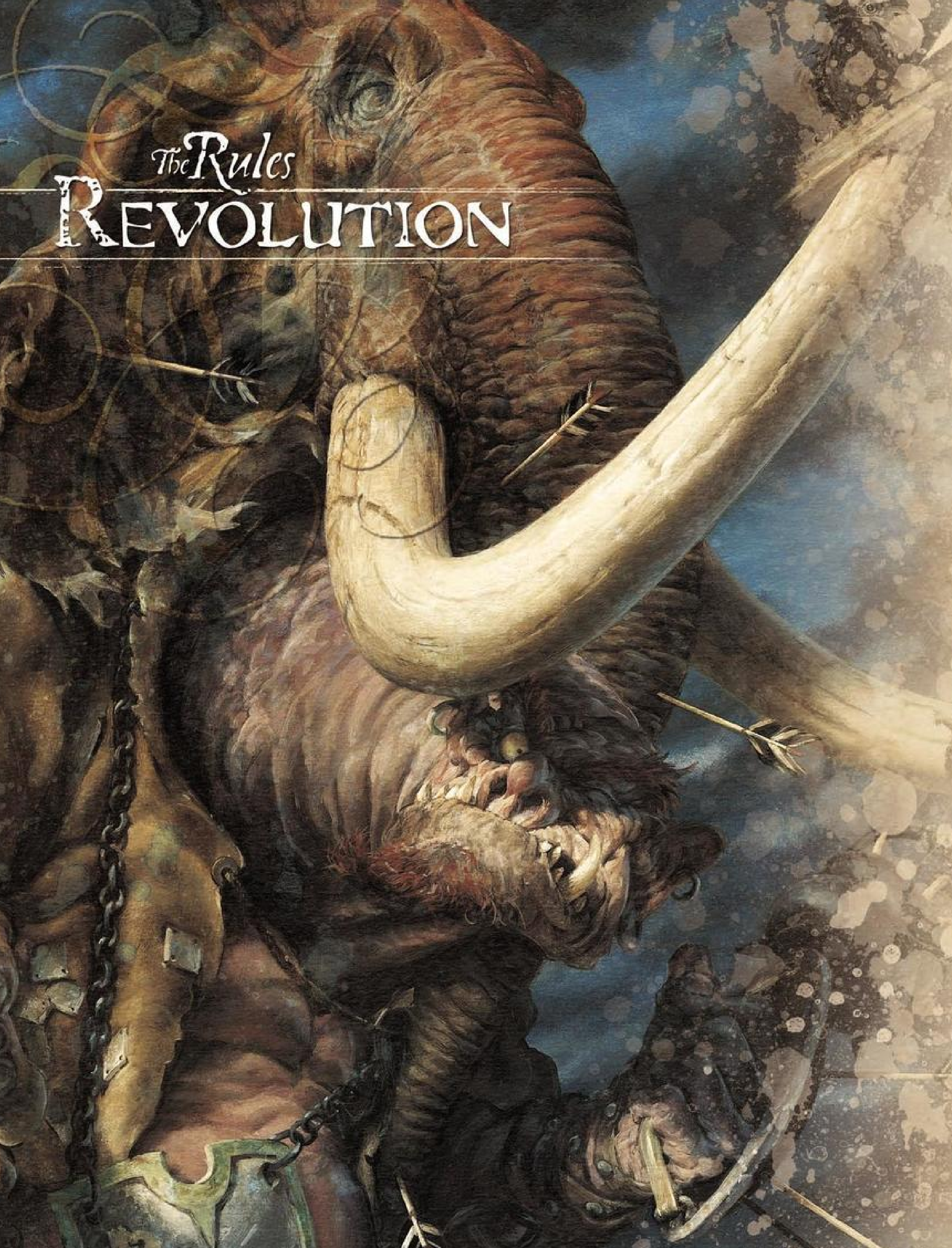
Fervor: 4
Difficulty: 7 (A)
Target: A wounded character
Range: 3
Duration: 1 round

The wounds of the victim designated by the faithful start gushing blood.

At the end of the round, at the moment of the specific evaluations (p129), the target loses additional health points. The amount of lost health points varies, depending on its health level when Life eater is called.

- **Unhurt:** -1 HP
- **Light wound:** -2 HP
- **Serious wound:** -3 HP
- **Critical wound:** -4 HP
- **Incapacitated:** -5 HP

The Rules Revolution



Exam N°245-12: subject of class Belisarius

The body of the subject presents multiple wounds. The shin artery was split by a blade or claws. The chest is covered with bruises, several ribs are broken. The patches of the dermic armor were deformed by the violence of the blows. The nape of the neck underwent a strong pressure which moved cervical vertebras and crushed the bone in the occipital zone. I notice four deep wounds imposed on either side of the head, credibly due to fangs of a rough length of three inches. The right hand was torn away in a single pull, which indicates that the aggressor possessed a Titanic strength.

My shrew told me of a new victim. His traps were not activated and the thing comes closer and closer to the laboratory.

Fortunately, the wait comes to an end. My last born finishes its growth. His titanic body is shaken by starts as he dreams about war and about massacre. The caudal transplant perfectly succeeded and the osseous excrescences of the hyper calcified spinal column join to form a protecting dorsal crest. In a few days I can begin the dermic implants and the integration of the armament.

My shrew had decided to go on a hunt, I thus entrusted him with my last fighters, two Keratis class clones. He was the sole one to return to the complex, covered with wounds and incapable of pronouncing a word. I freed him from the suffering. But I offered him a chance to pursue the hunting, his spirit bound thanks to Darkness to that of my creation. This evening, I shall release my last born and he will go to claim my territory.

The fight has been going on for hours. The roars of my clone rang in the tunnels. Then, the silence eventually came.

I sent my last maintenance clone to warn my people. My vanity is going to cause the loss of the complex and the invaluable knowledge accumulated during my works.

I thoroughly take responsibility for my error. I injected enough mutagenic substance to stand up to this creature, whatever it is. The procedure to put the laboratory into slumber is engaged, tanks are locked and the matrix deactivated. At the moment, I am finally going to know what is in hiding in the darkness!

Note for the attention of Shaïan Alud

Excellence,

These notes result from the complex NO. 28. They were drafted by the technomancer in office: Ursan Daakem. His notes were found on his corpse by the vicar in charge of the inspection of the laboratory.

Ten clones of the escort of the vicar are reported missing. As for the warrior-monk, he returned alone and has respite to repeat that "the doors have been opened upon the shadows". He was held in isolation until to your instructions concerning his possible recycling.

MECANISMS

Aarklash is certainly full of supernatural forces and believers in the supernatural powers, yet science is not absent. For a long time, it has developed overshadowed by incantation and divination, often taking advantage of headways of these fields: the dwarves of Tir-Nâ-Bor consider their gods as universal laws and the Cynwäll elves make close no distinction between magic and technology.

Four technologies are useful to the free leaguers, because they have been used for a long time in the military domain: steam, naphta, mutagenic and constructs. However, other technologies are also important, if not more, but are integrated into the daily life of many parts of Aarklash. The Akkylannians have sewers and waterworks in their city. Their soldiers use sturdy and cheap firearms. Scorpions are capable of building complex underground passages where the door mechanisms and the lighting are fed by gems of Darkness. Some of these innovations - As sewers and firearms - made their way to Cadwallon, others didn't.

All these disciplines are called *revolution*. Objects produced by these are *technological objects* or *inventions*.

POWDER

The powder, or black powder, is an explosive spread throughout Aarklash and certain Cadwës who make an excessive use of it. Due to its usual character; many tend to underestimate its power, and the dangers which it conceals. Because whoever can assure that powder capable of duplicating the effects of the most terrible spells, is completely natural?

The gift of the Cynwäll

The first users of powder were the Cynwäll of Lanever. They used it in rifles and pistols made to measure and distributed in their elite troops. These weapons received the same care as artifacts and symbols or draconic figures were carved on their cannon or butt. Also, the powder used resisted to water and its explosion always caused a funny sensation to the marksman, as if he inhaled an intoxicating perfume or if someone whispered into his ear. Today, the soldiers of the Republic of Lanever still use these weapons, but when one speaks about powder, it is Akkylannian powder that one thinks of.

Several theses challenge each other on the details, but one thing is sure: soon after the foundation of the Alliance of Light, the Republic of Lanever offered powder to the Empire of Akkylannie. The scholars of the Griffin had soon analyzed it. They were incapable of reproducing it, but were however able to produce an approaching formula. This vulgar powder could be easily mass-produced by the Akkylannian factories, quite like the more rudimentary versions of Cynwäll pistols and rifles. These weapons were distributed to elite troops, but also regular troops of the imperial army and the other Akkylannian institutions. The Akkylannian even supplies the Kingdom of Alahan. Soon, this powder spread on the surface of Aarklash and numerous inventions were born: bombs, explosives, traps, cannons and so on. Nevertheless, the secret of this powder is jealously kept by the Akkylannian scholars. If the finished product can be bought everywhere on Aarklash thanks to the contraband networks and to certain trade agreements, nobody can make it. Or nobody boasts of it. Also, the secret of the Cynwäll noble powder is even more mysterious. Nothing proves that this one comes from Aarklash. Considering that Cynwäll skillfully mix magic and science, it is possible that this powder is bound to mana gems. Finally, the Republic of Lanever maintains shady links with the long gone civilization of the Utopia of the Sphinx, the solution maybe hidden in the past of Aarklash.

Short fuse!

Powder is used in numerous technological objects, most of them lethal. Having said that, three categories exploit powder on Aarklash.

Firearms are mainly of Akkylannian facture. They make pistols and rifles. These two weapons work in an identical way, the main difference being the length of the cannon. To fire with one of these weapons, it is necessary to charge it first in three stages: the loading of the powder, then the filling, then the bullet. Every time, the introduction is made by the muzzle of the cannon, pointing upwards. These operations must be repeated between every shot. Besides, these weapons must be regularly cleaned, because powder deposit accumulates on the inside the cannon.

Explosive devices terrify the soldiers of Aarklash, although they are finally less precise than a good rifle. It is always a big quantity of powder connected with a lock, more or less long. When the fuse stops burning, the charge explodes. If the fuse is short, the device can be thrown, it will explode probably when it hits the target. If the fuse is long, the machine constitutes a rudimentary time bomb. In certain versions, the powder is contained in a metal shell; the explosion is then more lethal, because it throws countless metal shrapnel.

The artillery pieces are a masterpiece of engineering and destruction. They equip warships and the best fortifications, notably Kaïber fortress. Nevertheless, in the end they are only very big guns. The way they work is identical to these last ones, but sometimes requires the attention of half-dozen men for every shot. Besides, rather than sending bullets, they propel iron balls capable of pulverizing the stone!

STEAM

The steam machines find their origin of the mountains of the Aegis. In the inmost depths of the dwarf citadels, servants of Uren were interested in steam, in a mystic sense, but also in its practical use. After many experiments and many religious colloquiums, they produced a technological miracle: the boiler.

Countless different machines can be connected to a boiler and thus com to life thanks to the power of the sacred steam. The hydraulic pistons and the thermo condensers activated by steam allow operating numerous mechanisms.

The gift of Uren

The secret of steam remains the privilege of the thermo-priests. They constitute a particular religious body within the servants of Uren. Indeed, it is necessary to follow a long training in the way of the forges and in the manipulation of steam to aspire to become a thermo-priest. So, if all the thermo-priests are servants of Uren, the opposite is not true.

As one does not become a thermo-priest in one day, a second body came to be added to them: the forge guardians. They are the thermo-priests' pupils, servants of Uren too, who still haven't learned the mysteries of steam. They know however how to use steam machines.

Finally, the thermo-priests, their pupils and their installations are protected by the thermo-warriors. These are neither thermo-priests nor servants of Uren. They are mercenaries armed with devices that they use with more Ability than the young forge-guardians. In time, this militia became much attached to the thermo-priests, so much that no thermo-warrior thinks of breaking the links which unite them.

However, there are groups manipulating steam which are not connected with the thermo-priests. With time, the secret of steam spread within the most ingenious servants of Uren and sometimes even outside of this congregation. The most famous of these groups is certainly the Brotherhood of Bronze. They were created by Fengarr, young brother of one of the most famous dwarf smiths, Bâl-Khan. This adventurers' brotherhood travels through Aarklash, fighting the enemies of Tir-Nâ-Bor with their odd steam machines, thus testing them in every battle of the Rag'narok. Other less famous groups contributed all the same to the spreading of steam technology on Aarklash. They are the founders of spit powder and artillerymen settled in Ogrokh. Regrettably, the often destructive character of the dwarf inventions makes Cadwës very nervous ...

Machines under pressure

The boiler is at the same time the main tool of the steam revolution, but also the purest expression of its theoretical foundation. It consists of three elements.

- In the **tank**, some water (blessed by the thermo-priests) is heated by the feeder, producing the famous steam. This religious consecration gives particular properties to the water, explaining the modest volume necessary to produce the magnificent effects of the steam machines.
- The **feeder** produces the heat, the fuel varies according to the model of the boiler. This metal compartment is provided with a small grid through which the user injects the fuel, coal or logs mostly. The more the user stuffs fuel into the feeder, the higher the heat, the more steam is created and the higher the pressure.
- The **lung** is a set of valves and pipes which allows to make the steam circulate from the reservoir up to the machine connected to the boiler. All the steam machines are thus provided with numerous pipes, mostly attached to the machine by brass rings.

The steam machines are all built from the frame of a classic machine to which the thermo-priest adds pipes, valves and steam reactors. The latter are activated by a button or a sensibly placed control lever.

The dwarves using steam say "turn the pressure on". Also, "he is under pressure" means that a dwarf that has been taunted too much.

NAPHTA

The properties of naphta were discovered and exploited by the goblins of No-Dan-Kar, after an incalculable number of explosions, poisonings and the other disasters. This revolution is essentially based on random research and empirical experiments. Naphta is a fuel from which it is possible to obtain numerous by-products. The goblins were particularly interested in two of them: the gazanaphte and liquanaphte.

This chapter contains many "new goblin words" deeply anchored in the Cadwë language.

The black gold

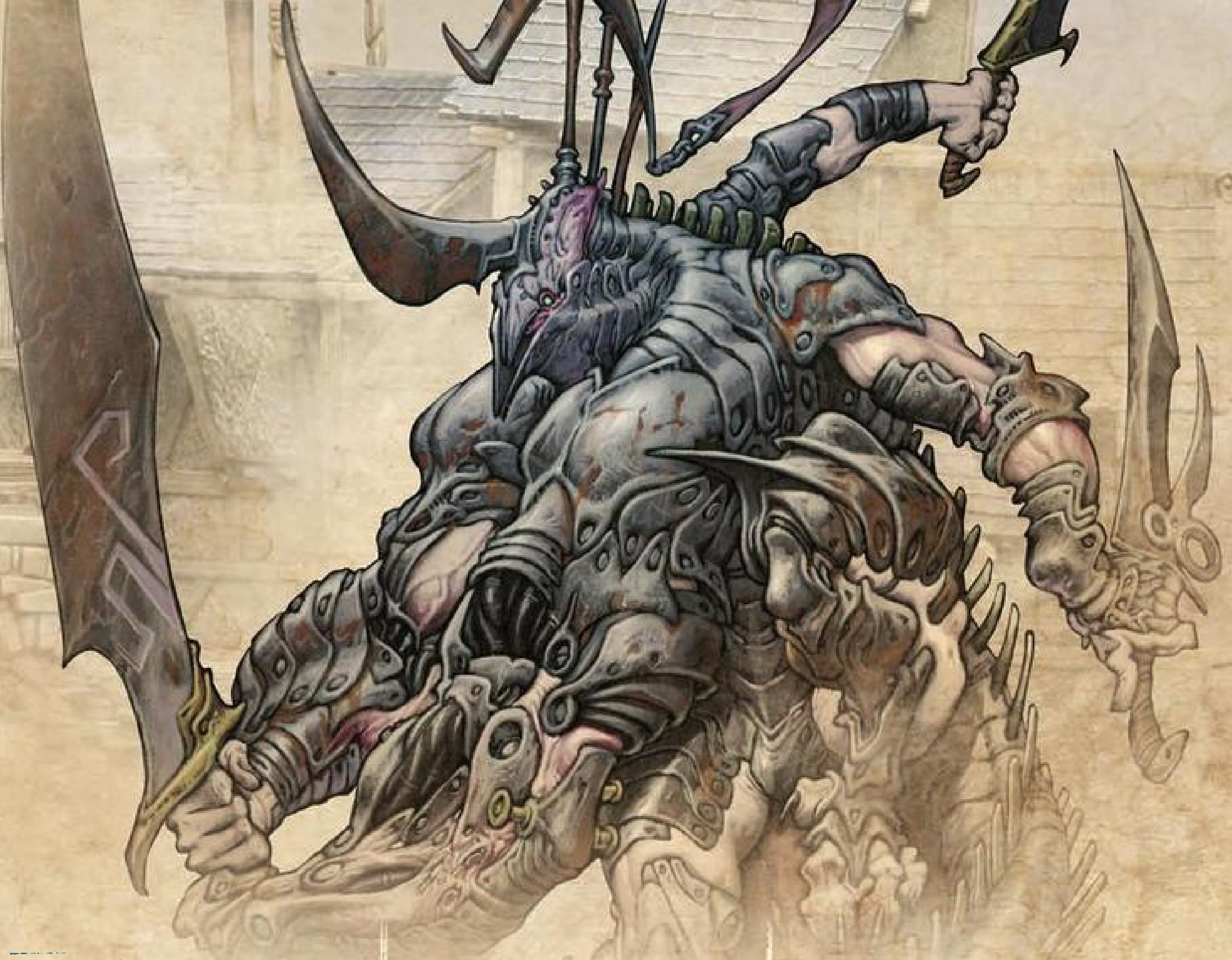
Naphta is a liquid sought for its flammability. The goblins discovered this rock oil in a fortuitous way in the barren lands of Bran-Ô-Kor. The orcs used the invaluable liquid as fuel to warm and light themselves. They also kept burning natural fountains emerging from the tar pits, in honor to their god, Jackal. Goblins, more pragmatic, soon understood the interest of this substance. They elaborated a relatively reliable refining process, certainly at the cost of the health of some experimenters. Endowed with a fruitful mind, the people of Rat found the other applications for naphta, not only as terrible weapon, but also as a source of energy. This revelation took place by chance when a mountain-breaker loaded with naphta moved back about thirty meters, the hollow cannon ball filled with some liquid having exploded inside the gun.

Ever since goblins try to tame with a constant optimism the whimsical mysteries of combustion and explosion. To preserve the exclusivity of this resource, they obtained a commercial treaty of exclusive exploitation of the naphta with the orcs. They supply weapons and food against the right to exploit the naphta fields. The port of Kashem which allows these exchanges is rapidly expanding and the goblins took care of offering their commercial services to the alchemists of Dirz to make sure of a relative tranquility. Naphta is extracted in the desert and put into barrels, then forwarded on brontops back. It is then delivered to the refineries which are built in all Aarklash, led by goblins proud to be the fathers of a technological revolution. Naphta is at the moment a private ground which the goblins exploit with their unmistakable business acumen. This rare and expensive resource is at the heart of extensive bartering. Other peoples, dwarves in particular, are interested in the properties of naphta and could in a near future dispute this monopoly over the black gold.

Injection devices

Naphta machines rely more on intuition than on scientific knowledge. That is why everyone has his own methods and his little secrets to make their inventions work. There are numerous names for those who exploit the properties of naphta: chimicalors, injectors, refinards, scientivicars, naphtologists, etc. Most commonly employed is the term techno-engineer.

Machines are just as different as the next one. Nevertheless, recurring elements allow to identify them. First of all, most of them are provided with **naphta refills**, with small metal cylinders containing the invaluable element. These refills are connected to tubes with an **injector**, a main element of the invention. The injector appears under the shape of a button or a control lever, as its name indicates it, to inject naphta in the mechanism of the invention. On the most sophisticated machines, the injector is linked to dials allowing to control the level of the naphta and more precise regulation tools.



MUTAGENIC

According to the alchemists of Dirz, the nature is a well oiled mechanism the only merit of which is the mass production of different creatures from a fixed set of codes. These alchemists managed to identify these codes and baptized them "genes". Patiently, they learnt to manipulate these genes and to mutate them. Once this miracle accomplished, they felt ready to found a new science and new technologies on this scientific discovery: the mutagenic.

Today, mutagenic includes the knowledges and the technologies allowing to create new forms of life - clones or chemicals capable of altering full grown organisms - compounds and treatments. Indeed few individuals using these treatments are aware of these subtleties and frequently treatments are called mutagenic.

Stem cells and codes

A stem is a sample of living tissue taken from the body of a subject and containing its genetic code. Stems are generally collected in hermetic bowls and magically frozen, to avoid decomposition and contamination. These samples are then associated to other samples to create better stems or are directly used to synthesize mutagenic. These two operations require specific equipment only manufactured by the Scorpions who mastered these techniques. The stem is the basic material of any invention linked to mutagenic, meaning clones or compounds.

As for the code, it contains the information which shapes the aspect and the design of any life form. If it is modified or mixed with others, it becomes then possible to by-pass nature and to give birth to new species or to create substances capable of improving the abilities of a subject.

In the course of time, Scorpions developed techniques of reproduction and alteration of natural codes to conceive new life forms: clones. These are conceived in laboratories fed with energy from gems of Darkness. Clones develop inside accelerated gestation tanks.

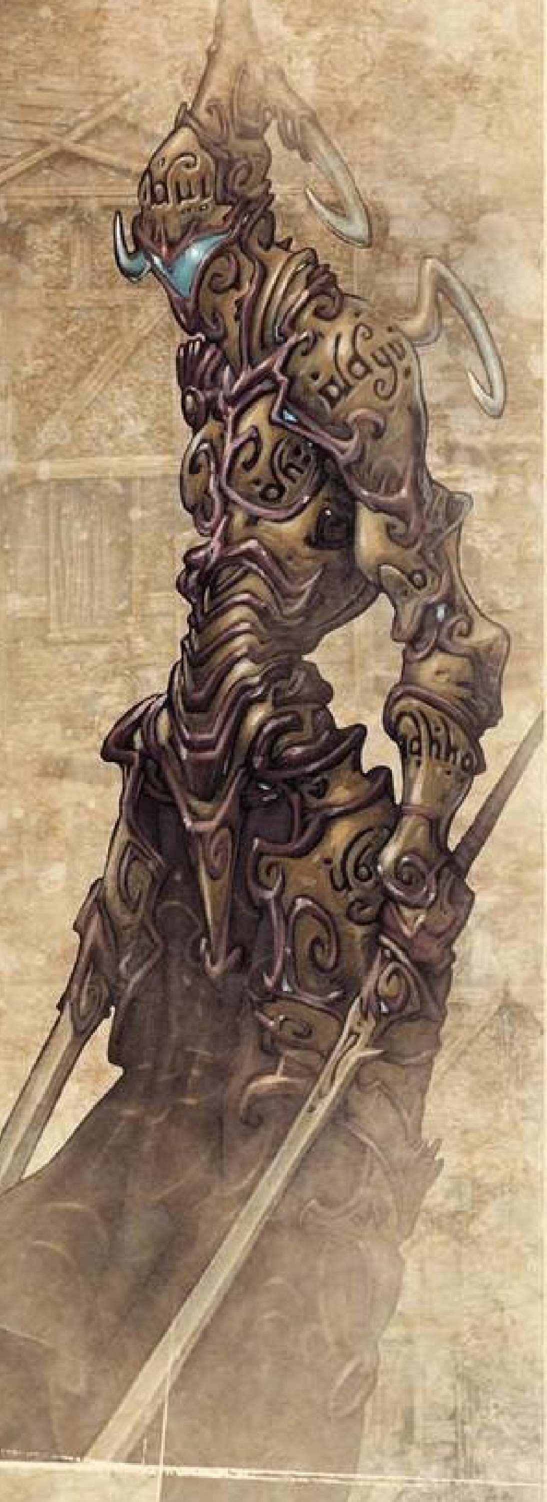
Compounds and treatments

The codes are not only used to create clones. They also allow the production of chemical substances causing alterations or more or less spectacular mutations. The conception of these mutagenic compounds is particularly difficult, but they are rather simple to use. It is indeed enough to inject the mutagenic into the subject to witness the effects. Compounds can modify the abilities of an individual to render him more effective, grow excrescences, accelerate a healing process, etc. However, certain unstable mutagenics cause permanent and fatal changes.

Finally, there is an intermediate stage between compounds and cloning. The treatment. A treatment is a fundamental modification of the code of a life form. He must be done during the gestation of the clone and definitively modifies his abilities.

CONSTRUCTS

Constructs are artificial beings endowed with consciousness. Their appearance depends on the way they were designed and the tasks for which they are intended. A lot of Constructs resemble living beings and perform utilitarian or warlike functions. Three peoples make Constructs: the alchemists of the Scorpion, the elves of the Dragon and the dwarves.



The mechanical life

The engineers of Aarklash give life to Constructs thanks to gems, respectively of Darkness, Light and Earth. Magical energy constitutes the vital force of the Construct and gives them a more or less limited consciousness (See. Insert). The gem is thus placed in the heart of the construct and keeps animating it all along its mechanical life. However, certain Constructs have a complementary or additional energy source, notably steam for the dwarf Constructs and an organic digestive system for the Empire of Syharhalna.

There are two generations of **Cynwäll Constructs:** antique and modern. The antique Constructs were discovered by Cynwäll during their conquest of Lanever. They are the fruit of a still underestimated technology which cannot be replicated. Modern Constructs are made from the knowledge inherited from the older ones. Among the new ones are the akhamiäls, the warriors and the novae.

Scorpions have created their own technology exclusively for military purposes. These machines stemming from prohibited experiments and animated by technomancy consist of variable proportions of metal and organic tissues.

As for the **dwarves of Tir-Nâ-Bor,** the Construct technology is still experimental. For the time being they are only able of designing automatons to carry out predetermined tasks. Nevertheless, the engineers discovered that automatons made out of alphax were sensitive to telluric magic and possessed a consciousness, a prologue to the manufacture of Constructs.

Iron hand, Heart of stone

The look of a Construct depends on the task which is assigned to it. Some are humanoid; the others resemble ferocious animals or insects. The Constructs intended for war often have integrated weapons. Also, the perception of their environment depends on built in sensory systems. Some replicate human senses, others are guided by magic which animates them.

Whatever their appearance and their function, Constructs all have a gem built in, which is their driving centre and the seat of their consciousness. The power of this gem is limited and the Construct cannot act without instructions from his master. Usually, an orally given order - the Constructs are "programmed" to recognize the language of their nation of origin. However, engineers invented other means of controlling a Construct: magic orbs allow to command them at a distance, as well as neuromancers psychic powers. Dwarves invented perforated cards which allow to fix certain number of routines ensuing from the previous. A simple key word allows then the Construct to carry out a series of orders.

Paradoxically, the more a Construct is evolved, the more complex he is to command; his consciousness allows him a broader gap to maneuver, but also a larger chance to make a mistake. Besides, this intellectual complexity comes with an often very fragile and unique mechanism. Certain Constructs are so particular that instruments to fix them need to be made to measure.

A NEW FORM OF LIFE?

If most of the Constructs are endowed with a limited spirit of initiative, some develop a real pragmatic personality. They are called "artificial souls". Nobody can foretell if a Construct will undergo such an evolution or is capable of reproducing it. Cynwäll respect these artificial souls - often antique Constructs - and consider them as real living beings. Whereas Scorpions dread independent slaves and the artificial souls are systematically eliminated. There are nevertheless exceptions: Constructs so sly that their depraved intelligence serves the interests of the Scorpion or the misled constructs gone out of control.

EQUIPMENT

Use

For more convenience, the inventions and objects linked to revolution are classified in seven categories. These define certain particular effects of these machines, as well as the necessary Abilities to use them or build them. Besides, there is an eighth category which includes the items which do not obey the use rules of revolution, but which can be built by using rules presented further in this chapter.

- **Machine:** Complex mechanisms, such as clocks or traps which use no particular form of energy;
- **Powder:** Firearms and other machines meant to burn or explode using the black powder;
- **Naphta:** Objects bound to the goblin technology and relying on the use of naphta;
- **Steam:** Objects bound to dwarf technology and relying on the use of steam;
- **Herbs:** Potions, ointments and poisons which need to be made by hand. Ineffective on undead, Constructs, Immortals and Elementals;
- **Mutagenic:** Processes using genetic stem cells and gems of Darkness;
- **Constructs:** Mechanical beings;
- **Inert:** The different equipments linked to other corporate bodies and the use of which does not obey the rules of this chapter.

Throughout this catalog, objects are presented by category, but all according to the same format:

- **Achievability:** The difficulty of the tests concerning the structure of the object;
- **Complexity:** The difficulty of the tests necessary for the use of the object;
- **Instability:** The probability and the gravity of a dysfunction (out of six);
- **Weight:** The mass of the object ready to be used;
- **Protection/Solidity:** Respectively the protection points and the structure points of the object;
- **Price:** If the object is edible (as a potion), the price is that of a dose or a refill.

When a character buys a new revolution object, the GM rolls 1d6 in secret. If the result is strictly lower than the Instability, this object is defective or obsolete. The person will notice it only after the first successful use or during a successful test of Examine/STY.

Note: *All the revolution objects presented in this chapter are of Decent quality (D).*

Functioning and Incidents

The characters use the technological objects through the Ability adapted to the category it depends from:

- **Machine:** objects of this category with a given complexity are used with Operate/SLE;
- **Powder:** Objects with a given complexity, used with Operate/SLE, the others require no test;
- **Steam, mutagenic and naphta:** these objects are used with Operate/SLE;
- **Herbs:** Potions and drugs are used with the fact «Prepare» (1d6/ no favorable attitude), poisons by testing Poison/SUB and ointments by testing Heal/DIS;
- **Constructs:** Constructs have to receive orders to act. However, they are endowed with certain autonomy and can adapt these orders to the situations they meet. The GM is only judge to determine if an order is precise enough. This order requires also a test of Operate/SLE;
- **Inert:** No revolution Ability is necessary. These objects are not subdued to the incident rules.

Besides, vehicles, whatever is their category, are used thanks to Drive/PUG.

To use a steam invention consumes water and fuel. Using an invention using naphta consumes a naphta refill. Every herbal dose or mutagenic process can be used only once.

CHEMICAL INCIDENTS

This table is valid for the incidents related to ointments, to poisons and to mutagenic.

D6	EFFECT
⚀	**Euphoria:** Pugnacity becomes the attitude of the character for the rest of the opposition.
⚁	**Used to it:** The user is affected only by double doses till the end of the opposition.
⚂	**Ouch!:** The user suffers an injury (POW 1d6, Penetrating / 0).
⚃	**Immunizing reaction:** The user is not affected by the product anymore till the end of the opposition.
⚄	**Addiction:** The user becomes addicted for the product. (*)
⚅	**Allergy:** The user suffers an injury (POW = Instability, Penetrating / Ø).

(*): If this one already implies an addiction, the duration of the weaning is doubled.

ADDICTION

For every use, the GM rolls (Instability) d6. If he obtains at least one ⚀, the person gains an addiction value equal to the number of ⚀ obtained. For every week of weaning, the Addiction decreases iby a point. However, the person feels at the end of this period the effects of the lack, specific in every drug.

MECHANICAL INCIDENTS

This table is valid for the incidents related to machines, to steam, to naphta and to Constructs.

D6	EFFECT
⚀	**Surplus:** The use requires twice the refills than foreseen.
⚁	**Dysfunction:** The user does not benefit any more from the rule of the accumulations to operate the object.
⚂	**Break:** The object suffers damage (POW = 1d6, Penetrating / Ø).
⚃	**Breakdown:** The object does not work any more until it is fixed.
⚄	**Destruction:** The object is destroyed.
⚅	**Collateral Damages:** The object is destroyed and the bearer takes damage (POW=Instability)

Incidents

Technological objects are often delicate to use and improper manipulation can have disastrous consequences. When a test of Operate/SLE, Poison/SUB or Heal/DIS implying an object endowed with a Complexity is missed, the player then rolls 1d6. If the obtained result is lower or equal to the Instability of the object, an incident occurs. The table of incidents is then consulted at the line corresponding to the draw of the d6. The indicated effect is applied at once, till the end of the opposition (when it is relevant).

Example: *Shektar injects himself a dose of mutagenic to be more effective in combat. The Instability of the compound is 4. The player fails his Injection test and rolls 1d6 to determine if an incident occurs. He gets a ⚂. This result being lower than the Instability of the mutagenic, the player consults the table of the incidents. With a ⚂, Shektar injured himself with the needle of the syringe. He undergoes a test of damage of 1d6 POW.*

POWDER

Pistol

Achievability: 8
Complexity: -
Instability: -
Protection/Solidity: 2/5
Weight: 0,5 kg
Origin: GR
Legality: Yes
Availability: 8
Price: 50 D

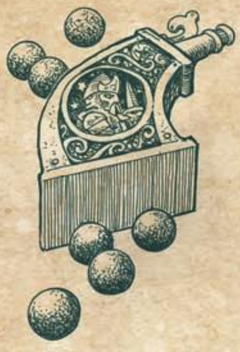
Pistols are one of the most powerful range weapons. However, they are extremely noisy, cumbersome and their recharging is particularly complicated. Every pistol is moreover sold with a small tool case to proceed to its maintenance. Most of the pistols have a wooden grip, with a steel cannon and mobile pieces.

Those who result from Lanever are recognizable at once with their ornamental motives. They are of superior-quality. Regrettably, today, none are for sale in Cadwallon and it is likely that Cynwäll hardly appreciate if it was to be the case one day.

Rifle

Achievability: 9
Complexity: -
Instability: -
Protection/Solidity: 3/5
Weight: 3 kg
Origin: GR
Legality: No
Availability: 8
Price: 100 D

Accurate and powerful, the rifle is for many the ideal range weapon. As the pistol, to its wooden armature is attached a metal cannon and mobile pieces. It is also sold with a small tool case for its maintenance and loading. One of the most common improvements consists of carving the butt to adapt it to the morphology of the marksman. Many Akkylannian fusiliers begin with by doing so when they receive their weapon.



Firebrand cannon

Achievability: 10
Complexity: -
Instability: -
Protection/Solidity: 4/10
Weight: 5 kg
Origin: CAD
Legality: No
Availability: 10
Price: 500 D

The firebrand cannon is a Cadwë invention. More exactly, it is the dwarf engineers of Ogrokh that designed this device. Less cumbersome than an ordinary piece of artillery, it looks like a miniature navy gun. It can be carried on the back of an of large size character and be operated by a person of Very short size.

The firebrand cannon cannot fire at a target situated within four squares. However, it sends a cannon ball with such thrust that if the shot misses its target or is knock over, it continues its course. To simulate this, a line is drawn between the centre of the square or four squares occupied by the marksman and the square occupied by the target. If another potential target is further on this line, a new shot is determined. The marksman rolls as many dice as during the original shot minus one per target already missed or knocked to the ground. Besides, he only keeps the best die on the possible damage roll. He goes on until a target is hit without being knocked the ground.

Fuse Bomb

Achievability: 6
Complexity: 6
Instability: 3
Protection/Solidity: 1/5
Weight: 0,5 kg
Origin: GR
Legality: No
Availability: 8
Price: 20 D

This explosive device appears under the shape of a big metal ball with a fuse of variable length. It can be thrown or simply put on the ground like a trap. In the first case, a simple fact allows to cut the fuse so that the bomb explodes on impact. In the second, the character has to pay attention on the length of this one. After the test of Operate (Powder) / SLE, 1d6 is rolled. The result of this one indicates the number of rounds at the end of which the bomb will explode. Every gamble allows the character to modify by as many points this number.

The explosion of the bomb causes a damage roll (POW 3). The metal shell produces countless shrapnel which allow the player to keep the two better dice of this roll.

STEAM MACHINES

All steam machines - apart boilers - work according to the same principle. Before using effectively the object, the person puts this one under pressure. The player announces certain number of gambles and resolves a test of Operate (Steam) / SLE. If the test is made a success, the announced gambles become the minimum quality for the tests concerned by the machine. Besides, this quality adds to the gambles taken during the use of the object. It is not taken into account in the maximum of gambles which a character can take during this new test. It is valid till the end of the opposition, provided that the user spends as many refills as this minimum quality per round.

Boiler

Without a boiler, no steam machine can work. So, the dwarf warriors resorting to the power of the steam always transport their boiler with them, as well as a little water and fuel. These two elements indispensable to the functioning of the boiler run out at the rate of a dose for in every use of a steam machine.

With a boiler, the tests of Operate (steam) / SLE are used to reload the tank or the feeder. No gamble can be taken and every success allows to fill the tank or the feeder.

Pressure regulator

Achievability: 10
Complexity: 8
Instability: 4
Protection/ Solidity: 7/5
Weight: 0,5 kg
Origin: NA
Legality: Yes
Availability: 10
Price: 50 D

The pressure regulator is an option which can be added to any boiler. It consists of a hollow metal rod, a dial and an air valve.

To install a regulator, it is necessary to drill a hole in the lung of the boiler, to push the metal rod inside, without having forgotten to place a valve. Then, the user adjusts using a knob and a dial the safety pressure of his boiler.

The regulator with the tube which allows to measure the pressure ejects automatically the extra steam from the lung. A test of Operate/SLE allows to adjust a pressure regulator. If such a test is a success, the character benefits from a free gamble for the use of steam machines connected to this boiler. If the test is failed, nothing happens. This test must be made in secret by the GM.

Steam weapons

Achievability: 7
Complexity: 3
Instability: 1
Protection/Solidity: according to weapon
Weight: 3 kg
Origin: NA
Legality: No
Availability: 6
Price: 100 D

The steam weapons amplify the speed of the blow and thus its strength. The minimal quality given by steam technology is applied to the damage rolls of such weapons.

There are several steam weapons: forks, gauntlets, axes, halberds and spears.

BOILERS

MODEL	TANK	FEEDER (*)	ACHIEVABILITY	COMPLEXITY	INSTABILITY	PROTECTION SOLIDITY	WEIGHT	ORIGIN	LEGALITY	AVAILABILITY	PRICE
Portable	9	6	9	3	3	3/10	5 kg	DW	Yes	8	100 D
Room	200	150	7	5	2	4/50	100 kg	DW	Yes	10	1000 D
War	12	9	11	4	2	6/10	10 kg	DW	No	6	250 D
Wagon	50	30	8	5	3	4/20	20 kg	DW	Yes	6	500 D

Thermo caparison

Achievability: 8
Complexity: 4
Instability: 3
Protection/Solidity: 10/25
Weight: 75 kg
Origin: NA
Legality: No
Availability: 10
Price: 1 000 D

If it is not really experimental anymore, it is not yet approved officially by the thermo-priests. It has two functions: protect the dwarves' favorite mount and increase its speed thanks to reactors arranged on the back and croup of the animal (and keep the rider warm!).

The bonus due to the steam is added to the MOV of the razorback.

Hydraulic arms

Achievability: 9
Complexity: 4
Instability: 3
Protection/Solidity: 7/10
Weight: 5 kg
Origin: NA
Legality: Yes
Availability: 8
Price: 200 D

These inventions appear among the most beautiful steam machines (from the point of view of the dwarves at least). It is a harness placed in the back and supporting two armored sleeves, articulated and equipped on their inside with terrible hydraulic pistons. Activated by the steam, these last ones multiply tenfold the muscular strength of the user.

The minimal quality due to the steam applies to damage rolls realized with bare hands as well as to tests of Force/PUG. The hydraulic arms offer besides to the arms of the user a protection equal to armor. This protection is used only if arms are specifically aimed at.

Steam cannon

Achievability: 8
Complexity: 5
Instability: 2
Protection/Solidity: 7/10
Weight: 5 kg
Origin: NA
Legality: No
Availability: 10
Price: 750 D

This weapon looks like a big musket. Nevertheless, its bullets are not propelled by the explosion of a charge, but by the steam under high pressure in the boiler. A piercing whistle always precedes the shot, as noisy if not more, as an Akkylannian cannon. The minimal quality due to the steam applies to the damage rolls of this weapon.

Hydraulic gauntlet

Achievability: 8
Complexity: 4
Instability: 3
Protection/Solidity: 7/5
Weight: 1 kg
Origin: NA
Legality: Yes
Availability: 6
Price: 200 D

These armored gloves provided with hydraulic pistons on fingers work as those of the hydraulic arms.

Thermomechanical hand

Achievability: 11
Complexity: 5
Instability: 4
Protection/Solidity: 7/5
Weight: 1 kg
Origin: NA
Legality: No
Availability: 8
Price: 200 D

This pair of armored gloves is slightly different from the previous one. They are provided instead of steam pistons, with reactors placed on the back of the hand and in the wrist. When the fist is closed, fingers press on a button and reactors are activated, sending the fist towards its target at high speed. Reactors often burn the arm of the user (without damages for the characters endowed with Hard-boiled, (steam bonus) damage points for the others). The aficionados of this machine can be recognized by the absence of hairs on their arms.

The minimal quality due to the steam applies to damage rolls realized by this weapon.

Pneumatic hammer

Achievability: 7
Complexity: 3
Instability: 2
Protection/Solidity: 7/10
Weight: 3 kg
Origin: NA
Legality: Yes
Availability: 6
Price: 100 D

This special steam weapon is made of metal and the head is in fact split in two. Both halves are connected by a powerful pneumatic piston. When a blow is given, the shock activates the piston which sends the head to collide again with the target of the attack.

The minimal quality due to the steam applies to a second damage roll suffered at once by the target of the attack. Except this detail, the pneumatic hammer has the same characteristics as a mace.

Steam mask

Achievability: 8
Complexity: 6
Instability: 2
Protection/Solidity: 7/10
Weight: 1 kg
Origin: NA
Legality: Yes
Availability: 8
Price: 50 D

Originally, the steam masks worn by the thermo-priests only had a protective use. They became little by little the emblem of their caste and the pipes were added to them to eject steam out of their nose like of an Elemental of Fire. Added to the whistles thus produced, these sprays of steam have a devastating effect on the morale of the opponents.

The minimal quality due to the steam applies to the tests of Intimidate/PUG realized by its user.

NAPHTA ITEMS

Any use of an invention using naphta requires the spending of at least a refill. The effects produced by the machine depend on the state of the naphta contained in it: liquid or gas. Certain inventions work only with one of these two types of fuel. In that case, to se them with an unsuitable refill causes automatically an incident. When a machine can use of naphta in both states, the used type of refill must be clarified before the resolution of the test.

Besides, the player can declare gambles. For every two gambles, he can increase one of the following parameters, according to the effect of the used machine:

- An extra round for the duration;
- An extra square to the range or the area of effect;
- An extra point to the difficulty of the test implied by the effect;
- An extra to the Power of the object.

Airgob

Achievability: 9
Complexity: 4
Instability: 3
Capacity of the tank: 1
Protection/Solidity: 1/10
Weight: 2 kg
Origin: GB
Legality: Yes
Availability: 8
Price: 100 D

This elegant brontops leather overall is connected with a refill and equipped with a valve. It swells with every shock, becoming more and more voluminous sometimes until it explodes.

Gas: once activated, the airgob begins to inflate. Every time the bearer is hit, the protection which it offers increases by a point. However it becomes more and more cumbersome. Its bearer can put an end to the effect by successfully testing Operate/SLE. If the airgob exceeds a protection of + 6, the suit bursts, leaving its bearer stunned.

Naphta bomb

Achievability: 7/9
Complexity: 6/4
Instability: 3/4
Capacity of the tank: 1
Protection/Solidity: 7/5
Weight: 1 kg
Origin: GB
Legality: No
Availability: 8
Price: 30 D

Fuse bombs are weapons simple to conceive and to use. On the other hand their time of explosion becomes random with the explosive mixture of naphta and powder. Experts are capable of making time bombs, to savor the explosion at good distance. The explosion will take place in a number of rounds determined by the player before the test of Operate/SLE.

Gas: causes a violent explosion accompanied with a nauseous smell. The characters and elements of scenery situated in the nearby squares suffer a damage roll (POW 6). It's the same when the bomb generates an incident ⚅. These damages are not decreased according to the distance from the centre of the explosion.

RED BUTTON

Achievability: 5
Complexity: –1
Instability: +1
Capacity of the tank: -
Protection/Solidity: 2/5
Weight : 0,5 kg
Origin: GB
Legality: Yes
Availability: 10
Price: 20 D

Truly valued improvement, this button always obviously situated facilitates the use of the naphta object onto which it is equipped. On the other hand, it harshly strains the equipment and sometimes causes "tiny" incidents. The red button decreases the Complexity by a point, but increases the Instability by a point.

Survival boots

Achievability: 7
Complexity: 3
Instability: 4
Capacity of the tank: 2
Protection/Solidity: 3/5
Weight: 2 kg
Origin: GB
Legality: Yes
Availability: 6
Price: 150 D

These platform boots have two advantages. They increase the bearer's size and allow him to reserve some surprises to his possible pursuer.

Gas: a refill allows to move over a distance of six squares or to jump an obstacle three meters high.

Liquid: a slippery jet of oil springs from the heels and spreads on three squares situated behind the bearer. Every person standing there or moving over these squares has successfully test Stunt/STY (6) or fall.

Farewell cloak

Achievability: 6
Complexity: 3
Instability: 4
Capacity of the tank: -
Protection/Solidity: 3/10
Weight: 1 kg
Origin: GB
Legality: Yes
Availability: 6
Price: 50 D

This cloak coated with a greasy liquid could hardly be considered fashionable, but it can ignite easily in a blinding *flash*, favoring a much needed escape. It is an object that can be used only once.

Liquid: all the characters in contact of the bearer of the cloak have to successfully test Look Out/DIS (8). Otherwise they are blinded for a round and cannot prevent the flight of the bearer.

FROOF : flamethrower

Achievability: 9
Complexity: 7
Instability: 4
Capacity of the tank: 4
Protection/Solidity: 5/10
Weight: 5 kg
Origin: GB
Legality: No
Availability: b
Price: 250 D

Tenderly nicknamed “FROOF”, flamethrowers are appreciated by the goblins. They like the feeling of power conferred by this jet of flames holding the enemy in respect. At least as long as the tank which feeds it is full.

Gas: it fires over a zone of six squares in the shape of pyramid, the tip of which is in contact of the user. All the flammable objects and the characters present in this area suffer a damage roll (POW 3).

Liquid: the weapon affects a target situated within six squares. The target suffers a damage roll (POW 3).

Experimental rifle

Achievability: 11
Complexity: 7
Instability: 3
Capacity of the tank: 5
Protection/Solidity: 3/10
Weight: 3 kg
Origin: GB
Legality: No
Availability: 8
Price: 150 D

An experimental rifle is loved as a work of art by its owner. It can present odd shapes such as a corkscrew cannon, but always turns out to be effective. It often benefits from vital improvements such as a scope, a stand or a chin guard.

Gas: The gas is used to increase the final result of the damage roll by + (refills spent).

Liquid: The projectile is heated till it's red and pierces the armor of the target. The target is considered as having (- 2 x spent refills) modifier to its protection value (PRO).

NAPHTA REFILLS

Achievability: 8
Complexity: 8
Instability: 1
Capacity of the tank: -
Protection/Solidity: 7/1
Weight: 0,5 kg (for 10)
Origin: GB
Legality: Yes
Availability: 6
Price: 10 D

All inventions using naphta require refills to work. These refills can either be bought or made by a techno-engineer in his naphtoratory.

Refills come in the shape of small metal cylinders which can be easily transported. The inventions with naphta produce different effects according to the kind of refills used. They are equipped with a tank which allows to store one or several refills. Refills characteristics are identical, but the player has to indicate of his character's sheet how many refills of each kind he has.

To fill a tank requires a test of Operate/SLE (8 + additional 2 / refill).

Loconaphte

Achievability: 11
Complexity: 8
Instability: 5
Capacity of the tank: 6
Protection/Solidity: 6/30
Weight: 250 kg
Origin: GB
Legality: Yes
Availability: 12
Price: 1 000 D

This improbable machine endowed with one to four wheels allows to get around rather quickly, but the roaring engine and the massive cloud of smoke trailing this machine prevent it from going unnoticed. Built for locomotion rather than war, it threatens to fall to pieces at the slightest shock. The loconaphte can only transport its Short size pilot.

Gas: This emergency transportation device allows to escape delicate situations. The machine moves of (refills) squares in a round, with a single possible change of direction. This use consumes a refill. This use is possible using a reaction.

Liquid: This is the normal fuel for a loconaphte. It can move over eight squares per refill. Out of an opposition, a refill allows to drive the machine for one hour at a speed of 30 kph.

Protective gloves

Achievability: 8
Complexity: 3
Instability: 4
Capacity of the tank: 2
Protection/Solidity: 7/5
Weight: 1 kg
Origin: GB
Legality: Yes
Availability: 6
Price: 150 D

These are gloves of metal fed by a tank. They can release an intense heat and burn an opponent or melt most materials. Unimportant inconvenience: they also burn hands rather quickly.

Liquid: The bearer can use his fists by adding burn damages (Intensity: 2). In return, he also suffers burn damages (Intensity: 1).

Vaporizer

Achievability: 10
Complexity: 8
Instability: 3
Capacity of the tank: 4
Protection/Solidity: 5/10
Weight: 3 kg
Origin: GB
Legality: Yes
Availability: 6
Price: 100 D

The gas-blowers made famous this equipment which was used to chase away the vermin in the sewers of Klûne. It was sidetracked from its original function and a distiller was added to allow it to blow clouds with various effects. The effects of the vaporizer last till the end of the next round.

Gas: The vaporizer releases a veil of soot which shrouds an area of effect with radius of one square, from the user. It constitutes a cover comparable to smoke.

Liquid: The liquid is thrown on a target, within three squares. He solidifies when in contact of the air, hampering the target's movements. It uses (refills) AP dice.

NAPHTA AMMUNITION

Achievability: 5
Complexity: -
Instability: 2
Capacity of the tank: -
Protection/Solidity: 7/1
Weight: -
Origin: GB
Legality: No
Availability: 10
Price: 10 D

This kind of ammunition comes in various sizes, ranging from the pistol bullet to the mountain-breaker cannon ball. They are all built with a valve (Injector) which allows to fill the ammunition and to increase its efficiency, but also its instability.

Liquid: Besides causing normal damage, this projectile, deals internal burns (see. Confrontation).

The number of refills used depends on the size of ammunition and on the intensity of the damage which the user is looking to inflict.

Nb of refill (s)	Nb of ammunition	Intensity
1	6	1
1	4	2
18	1	6

MUTAGENIC PROCESSES

Mutagenic appear under the shape of intravenous or intramuscular injected solutions. They are defined by the same values as other inventions, but possess two additional characteristics.

- The **Kick in time** is the number of rounds that must pass by before the mutagenic becomes active. It is generally equal to 0, but certain powerful mutagenics require one or two subjective rounds to "Kick in".
- The **duration** indicates, in number of subjective rounds, the duration of the effects of the compound.

A single dose is necessary for the process to be effective, whatever is the size of the user: the mutant nature of the substance allows it to adapt to the body receiving it. It is also useless to inject several doses, their effects are not cumulative. However, a new injection allows increasing the duration of the effects.

Finally, three gambles allow to decrease the Kick in time of a compound by a point. Two gambles allow to increase the duration of a compound by a point.

However mutagenic has a defect. The residues of Darkness can possibly cause an addiction. During the weaning, the result of chemical incidents is read a line lower in the table for incidents linked to a process.

M 09

M 09
Achievability: 10
Complexity: 5
Instability: 3
Kick in time: 0
Duration: 3
Weight: -
Origin: SC
Legality: No
Availability: 8
Price: 50 D

This mutagenic process is nicknamed "Adrenalin injector" by Scorpions. It confers to its user an additional die for every round. However, the POT of the user is not increased.

M 15

Achievability: 8
Complexity: 5
Instability: 3
Kick in time: 0
Duration: 3
Weight: -
Origin: SC
Legality: No
Availability: 6
Price: 30 D

This process causes a muscular hypertrophy of the subject. This one gains+ 1 to PUG, but has to choose this attitude for every round when under the effects of M 15.

M 22

Achievability: 7
Complexity: 5
Instability: 2
Kick in time: 0
Duration: 5
Weight: -
Origin: SC
Legality: Yes
Availability: 8
Price: 20 D

M 22 decreases the reaction time of its user. It allows him to declare the distribution of his dice as if his attitude was of a previous or later rank.

M 41

Achievability: 7
Complexity: 5
Instability: 1
Kick in time: 0
Duration: 5
Weight: -
Origin: SC
Legality: Yes
Availability: 6
Price: 15 D

This process modifies the structure of the limbs of the subject. This one gains a MOV point.

M 66

Achievability: 10
Complexity: 5
Instability: 3
Kick in time: 1
Duration: 5
Weight: -
Origin: SC
Legality: yes
Availability: 8
Price: 20 D

Nicknamed "Blood of Darkness", this mutagenic confers regenerative abilities to its user. This one acquires the feat "Regeneration".

M 97

Achievability: 8
Complexity: 5
Instability: 4
Kick in time: 1
Duration: 5
Weight: -
Origin: SC
Legality: No
Availability: 8
Price: 30 D

This endorphin injector eases the intensity of the pain felt by the subject. He is considered as a wound level closer to Unhurt to determine wound penalties. Besides, when he is "Dead?", the subject can remains conscious for a round.

M 703

Achievability: 8
Complexity: 5
Instability: 4
Kick in time: 1
Duration: 5
Weight: -
Origin: SC
Legality: no
Availability: 8
Price: 30 D

This mutagenic causes an accelerated growth by the subject. Its SIZE increases by a level, but not its health points.

CONSTRUCTS

The Constructs technology is still new. It is thus difficult to find any, or even to find components to build new ones. Besides, most of the Constructs are considered as war weapons and prohibited within the limits of the city.

Akhamiäl

Achievability: 10
Complexity: 6
Instability: 2
Weight: 75 kg
Origin: CY
Legality: No
Availability: 10
Price: 2 000 D

The akhamiäl is a light combat Construct, specialized in range attacks. It is a part of a new generation of Construct, able to obtain an artificial soul faster. Those who officially don't, demonstrate an embryo of personality qualified as roguish or childish by their users.

An akhamiäl sees its environment as a human being; it receives its orders vocally and maybe built to understand another language than that of the Cynwäll elves. Those who are bought understand only this language, unless they are improved. The increase of the quality will have while for only effect to allow it to understand another language.

Clone Jadharis

Achievability: 11
Complexity: 4
Instability: 2
Weight: 90 kg
Origin: SC
Legality: No
Availability: 10
Price: 5 000 D

The clone Jadharis combines organic elements within artificial mechanisms thanks to Darkness. Actually, its «human» brain offers him a great adaptability, as far as it is confined to what it was designed for: war. Besides, its hybrid nature allows it to benefit from mutagenic processes.

A Jadharis sees its environment as a human being. It receives its orders vocally and in Scorpion. The rumor says that it is possible to teach to it another language, but there is no evidence of it.

Mechanical familiar

Achievability: 8
Complexity: 6
Instability: 3
Weight: 50 kg
Origin: DW
Legality: Yes
Availability: 8
Price: 1 000 D

Mechanical familiars are Constructs designed for civil use invented by the dwarf engineers to help them in their works on Constructs. They are the first generation of dwarf constructs. They are almost incapable of fighting, but are all the same useful in a combat: they can be connected to a boiler - portable or not - to decrease the instability of a steam machine by a point. Besides, the noise produced by their own system of evacuation of steam is so shrill that it sometimes frightens the enemies.

A mechanical familiar sees and listens as a human being. It lacks other senses. It receives its orders vocally and understands only dwarf language. It can only be improved to increase by a point its effect on the instability of steam machines. Increases of its quality does not benefit from the usual effects.

AKHAMIÄL

Potential: 2
Dominant attitude: Discipline
Size : Short (2)
Movement: 4
Distinguishing features: Construct
Characteristics:

- PUG 2
- SLE 4
- STY 3
- OPP 3
- SUB 2
- DIS 4

UnHurt ☐☐
Light Wound ☐☐
Serious Wound ☐☐
Critical Wound ☐☐
INCapacitated ☐☐

Natural weapons:
Mechanical fists (use fists), Integrated Range weapons (POW 3, 5/10/20)
Armor: 2/0
Abilities:

- Strike /PUG 1
- Dodge/OPP 2
- Look Out/DIS 2
- Shoot/SLE 2

CLONE JHADARIS

Potential: 3
Dominant attitude: Discipline
Size: Medium (3)
Movement: 5
Distinguishing features: Construct, Hard-boiled
Characteristics:

- PUG 4
- SLE 2
- STY 2
- OPP 3
- SUB 2
- DIS 2

Natural weapons: Fists
Armor: 0
Abilities:

- Strike /PUG 2
- Look Out/DIS 2
- Parry/SLE 2
- Slash /PUG 3

UNHurt	☐☐☐
Light Wound	☐☐☐
Serious Wound	☐☐☐
Critical Wound	☐☐☐
INCapacitated	☐☐☐

MECHANICAL FAMILIAR

Potential: 1
Dominant attitude: Discipline
Size: Short (2)
Movement : 4
Distinguishing features: Construct
Characteristics:

- PUG 1
- SLE 3
- STY 2
- OPP 2
- SUB 2
- DIS 4

Natural weapons: Mechanical Fists, Steam beak (use Fangs)
Armor: 2/0
Abilities:

- Strike/PUG 1
- Dodge/OPP 2
- Intimidate/PUG 2
- Slash/PUG 1
- Shoot/SLE 2

UNHurt	☐☐
Light Wound	☐☐
Serious Wound	☐☐
Critical Wound	☐☐
INCapacitated	☐☐

HERBALIST'S SHOP

These products are defined by the same characteristics as the other inventions. However, these sometimes have another use, and the products of herbalist's shop have special characteristics:

- **Complexity:** Is also used for determining the difficulty to identify and diagnose a poison.
- **Absorption:** Ingestion (it is necessary to swallow the poison); inhalation (it is necessary to inhale it); injection (must be administered with a syringe); contact (it is enough to touch it); wound.
- **Speed:** Fast poisons are effective within the time of an opposition; their effects apply to every round following the round when they were used. Slow poisons act in a few minutes and are not effective during an opposition. Besides, the effects of a poison cannot be cured as long as an antidote was not administered.
- **Antidote :** The effects of certain substances can be cancelled by resorting to the means described here.

The products of herbalist's shop have effect only if the user absorbs as many doses as his SIZE - Hard-boiled characters count as a larger SIZE. Every time a character uses again a number of doses equal to his SIZE, the effects are prolonged by the initial duration. If the product is coated on a weapon, the Size of the weapon determines the number of necessary doses. The next wound suffered will cause the effect of the substance. For every additional dose, another wound will cause the same effects. When a character is addicted to an herbal product, the number of doses needed for him to be affected by any herb must be increased by a point per product the character is addicted to.

Healing potion

Achievability: 8
Complexity: 4
Instability: 3
Absorption: Ingestion
Speed: Fast
Weight: -
Origin: All
Legality: Yes
Availability: 6
Price: 50 D

The beneficiary wins back to a health status at once.

Feeding potion

Achievability: 7
Complexity: 4
Instability: 2
Absorption: Ingestion
Speed: Slow
Weight: -
Origin: All
Legality: Yes
Availability: 6
Price: 8 D

This bluish sweet potion allows to sooth hunger and thirst of an individual. It does not cancel the damages caused by hardship, but when a character drinks it, he is fed for a day.

Heating potion

Achievability: 8
Complexity: 4
Instability: 2
Absorption: Ingestion
Speed: Slow
Weight: -
Origin: All
Legality: Yes
Availability: 7
Price: 3 D

This orange potion burns the entrails when ingested, causing a damage point per ingested dose. Afterward and for six hours, the period of the damage roll due to the cold is multiplied by two.

Healing ointment

Achievability: 9
Complexity: 8
Instability: 2
Absorption: Contact
Speed: Slow
Weight: -
Origin: All
Legality: Yes
Availability: 7
Price: 5 D

This ointment, if applied daily, accelerates the natural cure of wounds related to fractures and cuts. It useless for damage related to hardship, burns, cold, poisons, drugs, and so on. The times of cure are divided by two (see. Confrontation).

Murderer's tear

Achievability: 9
Complexity: 7
Instability: 4
Absorption: Contact/Wound
Speed: Slow
Weight: -
Origin: All
Legality: No
Availability: 10
Price: 20 D

Murderer's tear is the favorite poison of assassins. After one hour, the subject suffers heavy diarrhea, vomits and loses of 1d6 HP. Every six hours, the person suffers damage (POW 1).

The only antidote is a decoction of green Filus (Availability 7; 5), three times a day, during two days. During this period, and at the end the treatment, the poison becomes inefficient.

Sahar

Achievability: 8
Complexity: 8
Instability: 3
Absorption: Ingestion/Wound
Speed: Slow
Weight: -
Origin: SC
Legality: No
Availability: 12
Price: 15 D

The effects of sahar are detailed in the insert opposite.

The antidote is an Infusion of foliane (a plant which grows on high trees, notably in the forest of Diisha).

Sangeur

Achievability: 9
Complexity: 6
Instability: 4
Absorption: Inhalation
Speed: Fast
Weight: -
Origin: All
Legality: No
Availability: 10
Price: 20 D

This poison is a yellowish gas which liquefies the internal organs. Every dose comes in a glass flask which breaks easily when thrown to the ground. It affects an area of three by three squares, centered on the square of impact. Within this one, the sangeur imposes a damage roll (POW 2) every round. Its efficiency decreases in the open, the POW is divided by two when used outside. There is no known antidote, but the cloud scatters after three rounds.

Tari

Achievability: 7
Complexity: 6
Instability: 2
Absorption: Injection/Wound
Speed: Fast
Weight: -
Origin: All
Legality: No
Availability: 7
Price: 5 D

This is the most renowned blade poison on Aarklash, most of nations possess their own recipe and their own ingredients, but the final result is identical in the effects. These poisons impose a wound (POW 3) when they are administered to the target. There is no known antidote.

Venom

Achievability: 8
Complexity: 7
Instability: 2
Absorption: Wound
Speed: fast
Weight: -
Origin: All
Legality: No
Availability: 8
Price: 10 D

There are numerous poisons, unique to each type of creature living in Aarklash. However, it is possible to collect the effects of in categories:

- **Faintness:** these poisons cause fever or vomiting. The character suffers the same penalties as if he was seriously wounded a round after the administration of the poison.
- **Damage:** the person suffers a damage roll (POW 1d6) for each round.
- **Paralysis:** One of the characters limbs is paralyzed a round after the administration of the poison. The person is completely paralyzed a minute later.

Poisons are neutralized by a cataplasm of fresh Urtiquile (1 D). The wounded character has to remain still during the application (5 minutes). If the test of Heal/DIS (6) is a success, the cataplasm neutralizes the poison.

Note: *The achievability of this poison does not simulate the manufacture of this one, but how hard it is to collect from a specimen of the concerned species.*

SAHAR EFFECTS

DURATION OF A SAHAR INJECTION	EFFECTS
One hour	Dullness of the limbs (a compulsory gamble on all tests related to SLE).
Two hours	Paralysis of a limb.
Three hours	Paralysis of the second limb.
Four hours	Paralysis of the third limb.
Five hours	Paralysis of the fourth limb.
Six hours	The victim is completely paralyzed, but remains conscious.
Seven to twelve hours	The state is stable.

Note: *To know which member is paralyzed, associate the right and left arm, the right and left leg and the head to a number from 1 to 5, then roll 1d6 (Ignore 6).*

Nhaera

Achievability: 7
Complexity: 6
Instability: 4
Absorption: Inhalation
Speed: Slow
Weight: -
Origin: GB
Legality: Yes
Availability: 9
Price: 15 D

The Nhaera is made by the goblins from Aëraëmenij of Quithayran. The prophets of Rat transformed it into dough which is smoked. It produces a smoke which whirls in strange shapes and gives visions within five minutes. The Nhaera confers during one hour a minimum quality of a point for the tests of divination and tests to resist Fear.

The Nhaera is a drug which causes an addiction. During the weaning, the character always has to choose Pugnacity for attitude.

Coyatl

Achievability: 8
Complexity: 6
Instability: 3
Absorption: Inhalation
Speed: Slow
Weight: -
Origin: OR
Legality: Yes
Availability: 9
Price: 10 D

Only the faithful of the Bran-Ô-Kor know how to make this gum, which is smoked, for its hallucinogenic properties. A few minutes after inhalation, one feels an alteration of his senses and contacts the spirit of Jackal - he "hunts beside Jackal". He experiments numerous mystic hallucinations. The effects brutally fall after about fifteen minutes. During the "trance", the characteristics of the subject are decreased by a point, except Subtlety which is increased by a point.

If the trance is disturbed, rage fills the character. From then on, the subject does anything to get ride of what is annoying him. The player places all his dice in his AP and chooses his maneuvers according to the situation.

The Jackal's blood is a drug which causes an addiction. During the weaning, the player has to take a gamble on all his tests. Besides, he suffers every week a damage roll (POW 1). The health point lost due to this test can only be cured once the weaning over or if the character smokes coyatl again.

REVOLUTIONARY CRAFTS

The rules of this section apply to all the categories of objects, but, according to their peculiarities, they can introduce specific parameters which, if needed, will be detailed in the corresponding stage.

INVENTION

The creation of an invention always takes place in four stages: **conception, organization, assembling and finishing**. They all require to possess a workshop, suitable to each technology.

The workshop

- **Steam:** The workshop of a dwarf engineer is absolutely tidy and organized. It contains a **steam tank**, a **tool rack** widely provided and with numerous spare parts to for the assembling. Finally, no engineer can work without a proper **technical library**. Traditionally, all these elements are stored "at dwarf level", and many engineers of the other nations comply to this, by respect for the pioneers of this technology.
- **Naphta:** A complete naphtoratory consists of several elements. In the **vapordome** is stored the refined naphta. This object looks like a big tank made of semi-soft metal. The **distiller** is a complex contraption of metal pipes, allowing to obtain the gazanapthe or liquanaphte. In certain laboratories, this network can reach a hundred meters in length. Some tests showed that more the substance traveled more the resulting produce was stable. The naphta remains a dangerous product and the techno-engineers have to use a **protecting overall** to avoid any risk of poisoning in case of a leak or an explosion of the device. This protecting garment consists of a helmet, a pair of very flexible gloves and an apron with numerous belts and strips.
- **Mutagenic:** It is necessary to have a laboratory equipped with a **gem of Darkness**. Besides, this laboratory includes a **gene library** where are the stem cells, **storage tanks** which welcome clones and processes, as well as a **laboratory core** sheltering the gem of Darkness and the machines of the laboratory. Very often, the alchemist prefers to think far from the humming, in an **office** dedicated for that purpose. With all these rooms, laboratories are frequently real labyrinths.
- **Construct:** To manufacture mechanical beings requires first of all a **forge**, where the metal parts of the Construct will be beaten. It takes generally less room than Scorpions, because the later resort to organs from a **storage tank**. However, all the construction workshops contain an **assembly table** equipped with tools necessary for the fusion between the gem and the mechanical body.
- **Machine:** The mechanical workshops are very different from one to the next, notably concerning size, according to the type of machines mainly built there. They shelter a **forge** according to the invention made, a **tool rack**, for the small precision mechanisms or "big work". In the center of these various work stations, is a **workbench**, on which the artisan proceeds to the assembling.
- **Herbes :** To exercise their trade, the chemists need a **hearth** to heat a large cauldron or a simple pan. To do their experiments and their tests, they settle down on a wide desk provided with stills and other vessels. Finally, a simple **workbench** allows them to prepare their decoctions and their grub.
- **Inert:** To manufacture inert objects requires often fewer different elements than other types of object. A smith only needs his forge; a carpenter or an artisan working wood need a woodwork machine and a weaver needs a weaving loom. Very often, this workshop is part of the shop.

HOT, HOT, HOT !

Naphta is far from being a safe fuel. It is sticky, toxic for the people of Aarklash and flammable. Of course is its liquid state it doesn't burn on its own, but once it is set on fire, it is really hard to put it out. Besides in its gas form it is explosive.

- A flaming naphta inferno is comparable to the heat of a volcano;
- To breathe naphta is considered as asphyxiation;
- If liquid naphta comes in contact with a flame it explodes (POW 5)

The conception

This stage consists in representing the object such as it should be and to plan its manufacture in greater detail. The player goes through the lists of available objects and chooses the one that his character tries to build. The difficulty of conception of an invention is represented by the Achievability, which is proportional in the power of the effects produced by the use of the object. Thus the object made has a D quality if it is a revolution device, M if it is an inert object. This quality can be increased by taking gambles, at the rate of two gambles per quality level:

- **Quality M:** Complexity or Instability + 1;
- **Quality D**: - ;
- **Quality F:** complexity or Instability - 1, -10 % in Weight or 50 % of SP;
- **Quality E:** Complexity or Instability - 2, 20 % in Weight, Instability and Complexity - 1 or + 50 % of SP.

Objects of excellent quality (E) cannot be bought, they can only be made. Indeed, no owner of such an object would be mad enough to part from such a marvelous tool.

Note: *Regarding inert objects, the quality increase confers as many free gambles when used as points decreased from the characteristics of the item. If it is an armor, the quality reduces the Mod by the same amount.*

A test of Study/SUB (Achievability) is necessary to carry out this stage. A failure means that the project is badly engaged, but not necessarily a failure yet; the inventor can make new attempts. Every attempt, including the first one, requires (Achievability) days.

ACHIEVABILITY

The inert objects indicate no Achievability. Yet they can still be crafted. Here is their Achievability for M quality versions.

OBJECT	ACHIEVABILITY
SHIELD	
Small shield, Buckler	2
Shield, Kite shield	3
Pavise, Target	4
PROTECTION	
Studded armor, Metal shell	4
Antique armor, Officer's armor, Battle armor, Light armor	5
Breastplate	6
Plate Armor	7
Crusade armor, Knight's Armor, Full plate armor	8
MELEE WEAPONS	
Knife, Hook, Picker, Dagger	2
Combat chains, Ripper, Short sword	3
Elven sword, Sword-axe, Battle axe	5
Sword (other), Scimitar, Double eviscerator, Sabre	4
Rapier, Voulge	5
Halberd, Spear, Cavalry spear, Pike	4
Two-handed mace, mace, Dwarf mace	4
RANGE WEAPONS	
Throwing dagger, Pillum	2
Javelin, Harpoon	3
Beheader	5
Beast star	5
ARROWS (*)	
Normal (10)	3
Stunning (5)	5
Poisoned (1)	7
Fire starting (5)	4
Screeching (3)	6

(*): Arrows, several copies are made. The figure in brackets indicates the number produced at the end of the process.

MATERIALS

MATERIALS	AVAILABILITY	AVERAGE PRICES	TIME OF COMPLETION
Mediocre	3	Retail price of the item/5	1d6 day(s)
Decent	6	Retail price of the item/2	1d6 week(s)
Fine	9	Retail price of the item	2d6 week(s)
Excellent	12	Retail price of the item x2	1d6 month(s)

THE WORKERS

MANPOWER	AVAILABILITY	SALARY (Ducats/Days	TIME OF RECRUITMENT
Mediocre	3	Low (5)	1d6 day(s)
Decent	6	Average (10)	1d6 week(s)
Fine	9	High (30)	2d6 week(s)
Excellent	12	Very high (50)	1d6 month(s)

Organization

This phase allows to gather **materials** and **manpower**. These two elements are noted as the quality of an object. It is necessary for the quality of the materials and manpower to be equal or superior to that of the invention. If superior, the character benefits from a free gamble per additional level for the test of Design/SLE.

These values will intervene during the assembling. To find good quality resources is not necessarily easy. Many inventors are forced to go on an adventure or to send teams to find what they need. Each of the tests required during this stage requires as much time as indicated in the column "Time of".

The Ability used to collect resources is to Barter. The difficulty is equal to the availability indicated in the table. The price of raw materials must be paid at once.

The recruitment of competent workers and in sufficient numbers gives to the inventor a precious help which will allow him to realize his most ambitious projects. Naturally, to find qualified manpower can turn out to be difficult and require real expeditions, as well as the investment of considerable sums of money.

A test of Barter/SUB (Availability) is necessary to recruit workers. The workers must be paid for the workdays and the days off until the finishing is completed. If the character does not pay, the workers leave and it is necessary to start the hiring process from scratch.

Whether it is for materials or manpower, every three gambles allows to read the necessary time of the line above.

The assembling

This phase consists in beating and in assembling the various elements of the invention. To proceed to the assembly of the invention, the player embodying the inventor has to make a test of Design/SLE (Achievability), possibly modified by the gambles obtained during the stage of conception. If the test is a success, the invention is built. Gambles allow to reduce the Instability, at the rate of a point per gamble.

New attempts are possible. Every attempt, including the first one, requires the expense of the accumulated raw materials and the payment of the workers for (Achievability) days. Besides, the inventor works tirelessly during all this period.

Once the invention was built, the GM rolls in secret a number of dice equal to the Achievability of the invention. The number of ⚀ obtained on this roll indicates the Instability of the object. It is not revealed to the player of the inventor at this stage of the manufacture. It can be on no account be superior to 6, once all the modifiers are applied.

The finishing

This stage allows the inventor take care of the fine tuning of his work and to decrease the Instability of his invention. Before rectifying a manufacturing defect, it is necessary to find it. To do so, the player tests Examine/STY (Achievability). A success indicates that the inventor found a defect. The gambles are used to increase the number of defects found. Every attempt requires a day of work and Achievability refills. Every defect corresponds to a point of Instability; the inventor can thus reveal no more defects than this score.

Once the tests were made, the inventor can try to lower the Instability of his object. In both cases, the used Ability is Improve/DIS and the difficulty is equal to the modified Achievability by the invention. If the test is a success, the Instability decreases by a point. Instability is reduced by an additional point for every two gambles. An inventor can only get rid of the defects identified during the tests. The defects which were not discovered are kept secret by the GM till the end of the finishing phase. Every attempt requires a day of work per Instability point which the player wishes to remove, no matter if it is a success or not.

Once this test is made, the Instability of the object is fixed once and for all and the GM reveals the possible defects which the inventor did not discover. The invention is ready to be used, and if the character wishes to modify it some more, he henceforth has to use the rules of Improvement described below.

The character can keep the plans of the invention. In that case, he will not have to repeat the stage of conception if he tries to make a new copy. However, this one cannot be of a quality superior in its model, nor possess scores of Instability and Complexity lower than the original model at the end of the manufacturing process.

Note: *When a character makes an consumable, such as naphta refills, a dozen copies is produced at the end of the invention process.*

IMPROVEMENT

By working again on the mechanical parts of an object or by changing certain materials in it, a craftsman can improve the performances of the item and thus the quality. Such modifications constitute a dangerous process, because the machine could be damaged beyond repair.

Note: *Quality objects F cannot be improved.*

Improvement process

To improve an object requires the same workshop as to build it. Besides, a phase of conception is also necessary, as during the manufacturing. The Achievability of an improvement is equal to the achievability of the considered machine. Once this phase over, the craftsman has to procure himself raw materials and manpower in the same way as during the manufacturing of the object. However, the cost of raw materials and the necessary working times are always reduced by half during the improvement.

Having carried out these two phases, the craftsman can get down to business properly speaking. This phase corresponds to the assembling of a new invention, and requires the same tests. If a person fails in the last possible attempt to be successful, the object was damaged beyond repair in the process.

There is no finishing phase during an improvement, nor during a determination of an Instability.

Effects of the improvement

Once the improvement is successful, the quality of the object increases by a level. The craftsman can thus choose one of the following effects:

- - 1 in Complexity;
- - 1 in Instability;
- - 1 to Mod.;
- + 50 % of SP;
- - 10 % in Weight.

Besides, for objects without a Complexity and Instability, the craftsman can improve it so it gives a free gamble each time it is used.

EQUIPMENTS

EQUIPMENTS

A character is not defined by what he is, but by what he possesses. For simplicity reasons, it is not required, nor even necessary, to count all the forks in the silver set of a character or to determine how much he spends every day to eat. The daily expenses of a character are included in his lifestyle. On the other hand, the equipment needed by the character to go on his adventures must be paid with exactness, as it is bought.

Before speaking about spending, it is necessary to consider what make Cadwallon go round, meaning the ducat.

THE DUCAT

The ducat, noted "D", is the monetary currency unit in Cadwallon. It appears under the shape of a round coin about 2,5 cm in diameter. Allegedly made of gold, it contains only a very little percentage of it. Nevertheless, the free character of the city and its economic influence have made of the ducat a widespread currency on Aarklash. On his tails side, the ducat represents the emblem of Cadwallon, while on its heads side it shows the profile of the Duke under the administration of which it was coined. On both sides, one can read the motto of Cadwallon.

The ducat divides into a hundred pence, "p" in short. A penny is a small coin of a little more than one centimeter in diameter mainly made of copper. On the tails side is represented the emblem of the city, whereas on the heads side is coined a "1".

During the character creation, the number of ducats which a character has is determined by his trades and can be modified by certain distinctive features. These first savings can be quite freely spent by the character before the game begins.

THE LIFESTYLE

The lifestyle represents the daily expenses of the character. It indicates in which conditions the character lives: Higher the lifestyle, more pleasant the existence of a character. Lower the lifestyle and more destitute the character. The lifestyle is defined on a monthly basis. At the beginning of every month, the character pays a certain sum of ducats to assume his lifestyle. Every month, he freely chooses his lifestyle. If he wishes to, he can pay several months at once, thus insuring his existence for longer.

The amount in ducats of every lifestyle per month is indicated in brackets.

- **"Wretched" (0 D):** The character lives on the street and feeds on what he can hunt or on what benevolent passers-by offer him. He possesses only the material which he can carry.

- **Poor (10 D):** The character lives in a shanty house or a forgotten room of one of the numerous underground passages of Cadwallon. He sleeps on a hay mattress and eats the same meal every day.

- **Decent (25 D):** The character lives in a very small house which he rents on a weekly basis. He eats correctly, alternating between soup during the week and a little meat on holidays.

- **Well off (100 D):** The character lives in a modest house which is not infested with vermin. He eats enough to keep hunger at bay and in a varied way. His wardrobe contains a proper old suit for marriages or an old evening dress a bit old fashioned, but which would do the trick on big occasions.

- **Rich (1 000 D) :** The character lives in a comfortable house, which he owns most of the time but on credit. He eats correctly and drinks good quality wine with all his meals. His wardrobe is varied and includes clothes suited for parties at the embassy.

- **"Rich as Vanius!" (10 000 D):** The character possesses a building and lives surrounded with servants. He does not walk anymore but travels in a carriage or in a hot-air balloon and the one of his suits alone could feed a family for several months. Nevertheless, his financial health holds only by a thread and a simple change in fortune could throw him out on the street. In Cadwallon, fortunes are made and come undone in the evening!

The hazards of life are important mainsprings of scenarios. Adventure can bring wealth as well as slander. The free leaguers can thus lose everything in a scenario and the following games sessions will stage the management of fortunes during which the players will look for solutions to the problems linked to the lifestyle of their characters.

SUPPLIES

Cadwallon is one of the most important trade centres on Aarklash; one can find everything there, if one goes through the pain of looking for it. Since all the shops of a sector (armory, magician's shop, etc.) do not sell every type of goods. Besides, some pieces of equipement wanted by the free leaguers are illegal and are sold « under the coat ». Thus, before being able to buy an article, it is necessary to find it.

To simulate the ease with which a character can purchase, every article is given an Availability value. This value is the difficulty of the test to get hold of this article. A test is made with:

- Barter when it is a legal article;

- Crook when it is an illegal article.

Before proceeding to the test, the player has to specify the quality of the equipment that he is looking for (see lower) for his character. No matter if the test is a success or a failure, to go shopping takes one hour for goods with an Availability strictly lower than nine, one day otherwise. If the test is a success, the shop or the provider has a dozen copies of the article if the availability of this one is strictly lower than 9, only the one otherwise.

If he found what he was looking for, the player is invited to note down the name and possibly the address of the shop or the provider. If he goes to look for this object in this place again, he benefits from one + 1 on the final result.

QUALITY

The quality of an object represents its solidity, its reliability, but also the ease with which a character can use it. According to its quality, a sword is more or less well balanced and made of a more or less solid alloy. In the same way, according to its quality, climbing material is more or less safe for its user, more or less able to endure the rigours of a difficult climb. Thus the quality of an object influences the actions made by means of this one. Goods usually sold in Cadwallon can be of three different qualities:

- **Mediocre (M):** The object is badly made, badly conceived or both. It is the quality of objects shaped by Wolfen of Yllia because they reject the way of the Craftsman. An object of mediocre quality imposes a -1 on the final result of the tests for which it is used. On the other hand, it costs 20 % cheaper.

- **Decent (D):** The object is properly manufactured. This is the quality of most of the goods which on can purchase in Cadwallon. This article does not affect die rolls and its price is indicated in the equipment catalogs.

- **Fine (F):** The object is well designed. These are the objects manufactured by Griffins and dwarves of Tir-Nâ-Bor. When they are bought in a shop, such objects confer a minimum quality equal to one, but cost twice the price of an object of decent quality.

SECOND HAND MATERIAL

The characters do not have to buy their equipment brand new, they can be content with buying equipement from penniless adventurers or «found» on corpses. So, there is in Cadwallon a secondary market, a second hand market, perfectly legal... if the goods are legal!

This second hand market begins with the repurchase of old goods by shop owners. The buying price of a second hand article of a shop corresponds to a third of the selling price if this item was new.

This circuit ends when the second-hand item is acquired by a customer. The selling price by a shop of a second hand article corresponds to two thirds of the selling price if this item was new.

These prices can be negotiated as usual. They must be modified by the quality.

When it is used for the first time by its new owner, the GM rolls 1d6. On an even result, the object is effectively of the quality announced by the salesman. On an odd result, the object is of a lower quality. If the object was mediocre, it breaks after the first use.

All goods are associated to a culture. There is a relation between this and the quality of the article. All those made by Akkylanny or dwarves of the Aegis are necessarily fine-quality (The additional charge is already included). On the contrary, all the weapons of the children of Yllia are of mediocre quality (the discount is already integrated to the price). The prices of items that might come from different nation than those mentioned above, are the prices of the decent versions of the item. If the buyer wishes to buy a version of this object resulting from the forest of Diisha, from the Empire of Akkylannie or from the Aegis, it is necessary to apply the discount or the corresponding supplement.

THE BULK

PC cannot transport their house on the back. To simulate the trouble of carrying a full rucksack, an armour or a chest filled with ducats, every player has to keep up to date the total weight of the equipment or the booty which his character transports. He compares then this weight with the table besides and determines the bulk penalty of his character. This penalty is applied to all the tests of exploration and confrontation. It does not add to the penalty imposed by armors; only the higher of these two penalties is effectively taken into account.

EXPLORATION MATERIAL

Enchanted moonstone: These pebbles are sold in small leather cases. Taken out, they emit a weak light. They have the same effects as the gleaming lichen, but have an unlimited life expectancy.

Gleaming lichen: Cultivated in the Aegis Mountains, this gleaming lichen emits a weak light. Its lighting radius is only of one, and the lit squares are considered as dark, except the square where the plant is, which is clear. Torn away, this lichen continues to shine for a week.

BULK	
The weight carried is lower or equal to...	The bulk penalty is worth...
Pugnacity x 10 kg	-0
Pugnacity x 20 kg	-1
Pugnacity x 30 kg	-2
Pugnacity x 50 kg (*)	-3

(*) : *It is impossible to transport more than Pugnacity x 50.*

STALLS

The various equipment which a character can purchase is classified according to the corporate body to which they correspond. Therefore, weapons are found in the confrontation category and mana gems are found in the incantation category. Besides the price, this catalog supplies the following information:

- **Origin:** The various countries from where the article is imported, or the culture of the craftsman who produces it.
- **Legality:** do the laws of Cadwallon authorize the possession and the use of such an item? Naturally these limitations do not apply to the noble families of Cadwallon nor to the representatives of the ducal authority.
- **Availability:** The difficulty of the tests required to find this article.
- **Price:** In Cadwallon ducats.
- **Weight:** To determine the bulk.

Besides, certain goods have the following remarks, when relevant:

- **Size (SIZE):** When a character uses an object of a SIZE lower or equal to his, he can hold it in one hand.

If the SIZE of the object is superior by a point to the character's size, he has to hold it with both hands. If the SIZE of the object is superior by more than point to the character's size, he cannot use the item.

If the SIZE of the object is lower by a point than the character's size, he can manipulate it normally. If the SIZE of the object is lower by more than a point than character's size, the object is too small to be manipulated.

If "A" is noted, the object exists in all sizes.

- **Concealment (Conc):** If a "+ X" is indicated here, the object confers free gambles on Conceal/OPP tests. If a "– X" is noted, the object requires compulsory gambles with the same Ability.
- **Power (POW):** Power determining the damage test.
- **Frequency (Fre) :** Number of times per round the object can be used.
- **Range:** Short / medium / long Range in square(s).
- **Recharging (Rec) :** Number of dice used with the fact reload for the weapon.
- **Damage Modifier (Dam. Mod):** The modifier added to the final result of a damage roll.
- **Type (Typ) :** The type of weapon (sharp, perforating, blunt) and thus the type of ability used to handle it.
- **Reach (Rea):** Modifier to the character's reach.
- **Protection (PRO):** Protection value to be deducted from the damage suffered.
- **Bulk Modifier (Mod.):** Modifier for the tests of exploration and confrontation of the bearer.

EXPLORATION: ANIMALS

ARTICLE	Origin	Legality	Availability	Price
Monkey	GB	Yes	8	50 D
Parrot	GB	Yes	8	20 D
Tamed rat	GB	Yes	4	5 D

EXPLORATION: MOUNTS

ARTICLE	Origin	Legality	Availability	MOV (*)	SIZE (**)	Price
Brontops	OR	Yes	10	6	5	400 D
Giant rat	GB	Yes	8	8	8	500 D
Horse	All	Yes	6	8	4	100 D
Mule	All	Yes	4	4	4	20 D
Pony	All	Yes	6	5	4	50 D
Razorback	DW	Yes	9	7	4	1 000 D
War-horse	LI	Yes	10	8	4	250 D

(*): Indicates the number of points of MOV which the creature has every time its rider executes a fact or a move allowing to spend such points.
(**): Indicates the Size of the creature. A character can only ride a creature of a SIZE strictly superior to his.

EXPLORATION: ACCESSORIES

ARTICLE	Origin	Legality	Availability	Weight	Price
Candle	All	Yes	2	-	0,5 D
Carriage	All	Yes	7	-	250 D
Chest (empty)	All	Yes	4	10	15 D
Climbing harness	All	Yes	6	5	50 D
Climbing hook	All	Yes	4	2	5 D
Compass	All except DV and WF	Yes	10	-	10 D
Crow bar	All	Yes	4	1	2 D
Enchanted moonstone	All	Yes	8	0,5 kg	50 D
Gleaming lichen	NA	Yes	8	0,5 kg	25 D
Lantern	All	Yes	4	0,5 kg	5 D
Lighter	All except DV and WF	Yes	7	-	10 D
Lock-picking Tools	All	No	6	1 kg	50 D
Parchment case	All	Yes	7	-	25 D
Phial (empty)	All	Yes	7	-	25 D
Phial (oil)	All	Yes	4	-	1 D
Pickaxe	All	Yes	4	1 kg	2 D
Piton (10)	All	Yes	7	1 kg	5 D
Rations (1 day)	All	Yes	4	0,5 kg	0,5 D
Rope (15 m)	All	Yes	4	10 kg	5 D
Rucksack (50 kg)	All	Yes	7	2 kg	5 D
Saddle(*)	All	Yes	6	2 kg	15 D
Saddle(**)	All	Yes	10	3 kg	50 D
Saddle holsters (5 kg)	All	Yes	4	-	1 D
Satchel	All	Yes	4	0,5 kg	1 D
Shovel	All	Yes	4	1 kg	2 D
Telescope	All	Yes	6	0,5 kg	25 D
Tinder lighter	All	Yes	7	-	10 D
Torch	All	Yes	2	0,5 kg	1 D
Wagon	All	Yes	6	-	150 D
Water skin (3 l)	All	Yes	4	0,5 kg	1 D

(*): For horses, war-horses and ponies.
(**): For other mounts.

EXPLORATION: SERVICES

ARTICLE	Origin	Legality	Availabilty	Price
Coach journey	CAD	Yes	6	5 D
Hot-air balloon ticket	CAD	Yes	10	25 D
Kraken-Ondine transfer	CAD	Yes	6	5 D
Tractor ticket	CAD	Yes	8	10 D

CONFRONTATION: RANGE WEAPONS

ARTICLE	POW	Fre	Range	Rec	SIZE	Conc	Origin	Legality	Availability	Weight	Price
Beast star	SIZE +3	1	SIZE/2SIZE/3SIZE	-	4	7	DV	Yes	10	25 kg	100 D
Crossbow	4	1	10/20/80	2	3	na	All	Yes	6	3 kg	25 D
Daïkinee bow	3	2	8/16/24	0	3	na	DA	Yes	10	1 kg	50 D
Desert crossbow	4	1	6/12/18	2	3	na	SC/OR	Yes	8	1 kg	35 D
Harpoon	SIZE +1	1	SIZE/2SIZE/3SIZE	-	3	na	BA/GB	Yes	4	1 kg	10 D
Javelin	SIZE	1	SIZE/2SIZE/3SIZE	-	A	na	BA	Yes	4	1 kg	5 D
Long bow	3	2	8/16/24	0	2	na	LI/MV	Yes	6	1 kg	35 D
One Handed crossbow	3	1	4/8/16	1	2	7	SC	No	6	1 kg	35 D
Pillum (Thruster)	SIZE +1	1	SIZE/2SIZE/3SIZE	-	3	na	BA	Yes	8	1 kg	10 D
Short bow	2	2	4/8/16	0	2	na	All	Yes	6	1 kg	20 D
Throwing dagger	SIZE -1	1	SIZE/2SIZE/3SIZE	-	A	6	LI/MN	Yes	4	0,5 kg	15 D
Wolfen crossbow sbow	6	1	8/16/24	2	4	na	WF	Yes	5	5 kg	20 D
Wolfen one hand crossbow	4	1	8/14/18	1	3	7	WF	No	8	1,5 kg	28 D

Beast star: This weapon is a gigantic boomerang of metal, sharp as the finest of swords. Unless the test of Shoot/SLE is an automatic failure, it returns to the hand of her thrower.

CONFRONTATION: NATURAL WEAPONS

NAME	Dam. Mod	Type	Reach	SIZE	Conc
Claws and teeth	1	P	O	T	na
Fangs	1	P	O	T	na
Fists	2	B	O	T	na
Hoofs	0	B	O	T	na
Tusks	0	P	O	T	na

CONFRONTATION: CHAINS

CHAIN	Material	Rank	Availability	Price
Bewitch	Iron and silver alloy	Initiate and adepts	6	25 D
Calamity	Iron and Bones	Adepts and zealots	8	50 D
Calamity	Steel	Elite	6	25 D
Carnage	Iron	All	4	5 D
Cruelty	Copper and silver alloy	Magicians and faithful	5	15 D
Curse	Silver	Adepts	10	250 D
Ferocity	Pure steel	Special	8	35 D
Pain	Bones	Adepts and zealots	8	50 D
Perversity	Iron and copper alloy	Devouts and zealots	6	25 D
Vice	Copper	Zealots	10	250 D

CONFRONTATION: MELEE WEAPONS

ARTICLE	Dam. Mod	Typ	Rea	SIZE	Conc	Origin	Legality	Availability	Weight	Price
Bastard sword	+3	S	1	3	2	BA/LI/WF/MV	No	6	5 kg	25 D
Battle axe	+4	S	1	3	2	BA/GB/MV	No	6	10 kg	30 D
Cavalry spear	+6	P	3	3	5	LI/GB/MV	No	6	5 kg	25 D
Combat chains	+2	B	0	4	0	WF	Yes	Var	3 kg	var
Dagger	+1	s	0	A	1	All	Yes	6	1 kg	8D
Giant mallet	+4	B	2	4	5	GB	No	6	10 kg	50 D
Hook	1	T	2	3	-3	BA/GR/MV	Non	6	7 kg	30 D
Halberd	+ 3	P	0	A	1	GB	Yes	4	1 kg	5 D
Knife	+1	P	0	A	1	All	Yes	4	1 kg	10 D
Mace	+3	B	1	3	1	GB/GR	Yes	10	5 kg	15 D
Pike	+4	P	2	3	5	GR	Yes	4	2 kg	10 D
Rapier	+3	P	1	3	1	GR	Yes	6	1 kg	50 D
Rod	1	b	2	A	3	All	Yes	2	2 lg	2 D
Sabre	+2	S	1	3	1	GB	Yes	8	2 kg	10 D
Scimitar	+3	S	1	3	1	DV/GB/OR/SC/WF	Yes	4	2 kg	8 D
Short sword	+1	S	1	2	0	BA/LI/GB/MV	Yes	6	2 kg	10 D
Sickle	1	P	1	A	1	GB	Yes	6	1 kg	10 D
Spear	+4	P	3	3	5	BA/GR	Yes	6	3 kg	15 D
Sword-axe	3	S	1	3	3	SC	No	10	3 kg	100 D
Sword	+2	S	1	3	1	All	Yes	6	2 kg	15 D
Two-handed mace	+3	B	2	3	3	OR	No	6	10 kg	25 D
Two-handed sword	+5	S	2	3	3	BA/GR/MV	No	6	7 kg	30 D
Voulge	+4	S	3	3	-4	MN/MV	No	6	3 kg	20 D

Combat chains: : These chains are the traditional weapons of the devourers. In combat, they all have the same effect. However, the main ore used to make them corresponds to the rank of the devourer within his people. To bear a chain of a rank superior to one's rank is despised. Yet foreigners can only bear chains of carnage.

Sword-axe: This heavy sword has to be wielded with both hands. It is provided with a mechanism which activates a secondary blade if the main one is deep enough inside the opponent's body. So, if the natural result, modified by the adding rule is superior to six, the target of the attack is directly Incapacitated.

Voulge: This polearm which could be mistaken for a spear. However, its metal tip has a single sharp edge.

CONFRONTATION: PARRY WEAPONS

ARTICLE	Par Mod	Dam Mod	Typ	All	SIZE	Conc	Origin	Legality	Availability	Weight	Price
Buckler	+1	2	B	0	3	na	LI	Yes	8	1 kg	25 D
Kite shield	+2	0	C	0	A	na	LI/GR/NA	Yes	6	5 kg	8 D
Main gauche	+1	0	P	1	3	na	OR	Yes	5	1 kg	20 D
Pavise	+4	1	B	0	3	na	LI/LD/SC	Yes	8	20 kg	30 D
Shield	+2	1	B	0	A	na	All	Yes	6	3 kg	10 D
Target	+3	0	B	0	3	na	LI	Yes	8	1 kg	30 D

CONFRONTATION: ARMOR(*)

ARTICLE	Pro	Mod.	SIZE	Origin	Legality	Availability	Weight	Price
Breastplate	4	-1	3	LI/OR	No	8	20 kg	175 D
Full plate armor	6	-3	3	LI/GR	No	8	25 kg	200 D
Heavy Armour ill assorted	5	-3	3	MN/MV	No	10	35 kg	50 D
Knight's armor	7	-3	3	LI	No	10	30 kg	250 D
Leather armor	2	0	A	All	Yes	6	5 kg	10 D
Leather greatcoat	3	-1	3	BA	Yes	6	5 kg	10 D
Leather suit	2	-1	3	GR/NA	Yes	10	5 kg	5 D
Light armor	4	-3	A	All	Yes	4	15 kg	30 D
Officer's armor	4	-2	2	GB	No	6	15 kg	50 D
Plate armor	5	-2	3	GB/MV	No	8	25 kg	30 D
Reinforced armband	3	-2	2	OR	Yes	8	1 kg	25 D
Reinforced leather Armor	3	-1	3	OR	Yes	6	10 kg	15 D
Studded armor	3	-2	A	WF	Yes	6	10 kg	9 D
Scale armor	4	-3	2	GB	Yes	6	20 kg	25 D
Used plate armor	5	-1	3	GR/NA	No	8	25 kg	100 D

(*): if an armor is of fine quality, the penaty due to the bulk is reduced by a point.

Leather greatcoat: : usually, the greatcoat is only an unprotected garment. However, the Sessairs modified it to dress their warriors in it. It is henceforth a long coat without sleeves which can be worn as a cloak or conceal completely the body of the soldier. Some are provided with a hood.

Officer's armor: Reserved for the officers of the imperial army of No-Dan-Kar, this metal armour with a convex shape protects the trunk and the shoulders. It is provided with bells to bring the Rat's Protection on its bearer. A character who wears such armor cannot be stealthy.

Reinforced armband: Reinforced armband: is a piece of armor covering the arm of the fighter. Made from leather, it is strengthened by metal pieces and sometimes even by amulets or runes. Besides the protection which he offers to its bearer, it allows him to use Parry, even when he doesn't have a Melee weapon.

CONFRONTATION: ACCESSORIES

ARTICLE	Origin	Legality	Availability	Weight	Price
Arrow (10)	All	Yes	6	0,5 kg	1 D
Bolt, normal (10)	All	Yes	6	0,5 kg	1 D
Bolt, normal (10)	WF	Yes	8	1 kg	1 D
Bolt, one handed (10)	All	Yes	8	0,5 kg	1 D
Quiver	All	Yes	4	0,5 kg	2 D
Sheath	All	Yes	4	0,5 kg	3 D
Surgeon's case	All	Yes	8	1,5 kg	50 D

CONFRONTATION: PROTECTIONS FOR MOUNTS

ARTICLE (*)	Pro	Mod.	SIZE	Origin	Legality	Availability	Weight	Price
Composite brontops armor	5	-2	4	OR	Yes	10	75 kg	750 D
Heavy razorback armor	7	-3	4	NA	Yes	12	200 kg	1000 D
Heavy mount armour	6	-3	4	MV	No	8	150 kg	500 D
Leather caparison	3	-1	4	BA/OR	Yes	8	80 kg	250 D
Mount armor	6	-2	4	LI	Yes	8	100 kg	750 D

(*): When no type of mount is indicated, the protection adapts to horses and centaurs alike.

INTERACTION: CLOTHES

ARTICLE *	Origin	Legality	Availability	Weight	Price
Apron	All	Yes	4	3 kg	1 D
Attires	All	Yes	6	1 kg	50 D
Beast hides/ rat fur	GB	Yes	4	1 kg	5 D
Furs	GB	Yes	4	3 kg	2 D
Gabardine	SC	Yes	6	1 kg	5 D
Leather hides	BA	Yes	6	1 kg	10 D
Minstrel cloak	LI	Yes	8	2 kg	30 D
Morbid cloak	MV	Yes	8	1 kg	100 D
Parade suit (*)	CAD	Yes	8	1 kg	100 D
Rags	All	Yes	2	1 kg	0 D
Rat leather frock	GB	Yes	6	1 kg	1 D
Robe of subjugation	SC	Yes	10	2 kg	100 D
Tatters	All	Yes	2	1 kg	0 D

(*): Considered as F quality.

INTERACTION: MUSICAL INSTRUMENTS

ARTICLE	Origin	Legality	Availability	Weight	Price
Bagpipe	NA	Yes	6	5 kg	25 D
Drum	GB	Yes	4	3 kg	10 D
Gong	BA	Yes	4	2 kg	15 D
Gong	GB	Yes	4	0,5 kg	5 D
Lion horn	LI	Yes	8	3 kg	100 D
Organ	MN	Yes	8	10 kg	150 D
Panpipes	BA	Yes	4	0,5 kg	10 D

INTERACTION: LEISURE ACTIVITIES AND SERVICES

ARTICLE	Origin	Legality	Availability	Weight	Price
Cowshed (for day)	All	Yes	4	-	0,5 D
Glass of wine	BA	Yes	8	-	1 D
Lesser meal	All	Yes	4	-	0,5 D
Luxurious meal	All	Yes	8	-	5 D
Room in an inn (for a day)	All	Yes	4	-	1 D
Tankard of cheap beer	All	Yes	4	-	0,5 D

INTERACTION: ACCESSORIES

ARTICLE	Origin	Legality	Availability	Weight	Price
Amulet	BA/OR	Yes	6	0,5 kg	4 D
Banner	LI	Yes	8	3 kg	50 D
Bark mask	MN	Yes	8	1 kg	20 D
Beads	GB/MV	Yes	4	0,5 kg	1 D
Bells	NA	Yes	2	0,5 kg	0,1 D
Bits and pieces	GB	Yes	2	1 kg	1 D
Bones	MV	Yes	2	0,5 kg	1 D
Bone mask	WF	Yes	6	1 kg	10 D
Calligraphy utensils	BA	Yes	8	3 kg	20 D
Cocked mariner's hat	GB	Yes	4	0,5 kg	0,1 D
Head Rosary	BA	No	6	1 kg/Head	1 D/Head
Jewel casket (*)	NA	Yes	2	1 kg	25 D
Keg	NA	Yes	8	2 kg	1 D
Kelt amulet	OR	Yes	2	0,5 kg	10 D
Keys	All	Yes	6	0,5 kg	0,1 D
Leather mask	WF	Yes	8	1 kg	10 D
Make-up case	All	Yes	10	3 kg	30 D
Mitre	MN	Yes	2	1 kg	50 D
Pipe	All	Yes	8	0,5 kg	1 D
Pulsh	GB	Yes	8	0,5 kg	5 D
Purse (100 D)	All	Yes	4	-	0,5 D
Ritual mask	BA	Yes	10	1 kg	30 D
Sheet of parchment	All	Yes	6	0,5 kg	0,5 D
Skin mask	MN	No	6	1 kg	25 D
Skull Necklace	GB	No	8	0,5 kg/Skull	50 D/Skull
Spell book	All	Yes	8	1 kg	20 D
Standard	All	Yes	8	1 kg	50 D
Syhar mask	SC	Yes	10	1 kg	50 D
Tankard	All	Yes	2	0,5 kg	0,1 D
Tattoing needle	OR	Yes	8	0,5 kg	15 D
Thurible	GR	Yes	10	0,5 kg	20 D
Tormentor's mask	MN	Yes	8	1 kg	25 D
Torc	NA	Yes	4	0,5 kg	5 D
Totem	BA/OR	Yes	8	0,5 kg	50 D
Trophies	OR/GB/NA	Yes	6	0,5 kg	25 D
Trophy of battle	BA	No	8	0,5 kg	25 D

(*): Jewels not included.

(**): Increases by a point the knowledge concerned by the book.

THE GEMS

Gems result mainly from other Realms and are brought back by the Voyagers. These adventurous magicians know how to find and travel through the portals which lead towards other reflections of the Creation. They return rich in new knowledge but also in invaluable gems filled with mana. On the contrary, guests sometimes appear from portals connected with the elemental Realms, driven by curiosity or working as diplomats for their people. Those who know the importance of gems in Aarklash and the wealth which they represent do not hesitate to arrive with lots of them.

Ephemeral gems do not have a lot of value, but immortal ones awaken much greed. Between its extraction and its destruction, a gem changes owner many a time. A magician will offer it to one of his pupils for his initiation or will sell it to acquire a superior-quality gem. Other gems circulate in a darker way: some were "lost" by their owner or this one definitively stopped practising magic. They join then the unofficial market and are furtively offered by swindlers and other receivers who call them "trinkets".

A CONTEND RESOURCE

The business of gems is a substantial source of profit. These stones are the object of bitter exchange between nations. The fact that the Barony of the living-dead of Acheron possesses the monopoly over the business of the gems of Darkness led to suspicions that this nation controls a permanent portal opened towards Abyss. Taking advantage of its position of cultural and commercial crossroads, the City of thieves knew how to stand out as one of the major commercial places. The sale of gems is free, yet taxed by the duchy. The only limitation concerns the gems of Darkness the acquisition of which is, officially at least, forbidden.

Even immortal gems disappear, destroyed or exhausted afer an extensive use. The Rag'narok drew an increase of the price of these precious minerals and major powers invest colossal sums to meet the needs of their magicians. The elemental gems are most easily found and those coming from the Abyss, more difficult to purchase. The gems of Light are even rarer and their price higher, but the members of Ways of Light show a united face, as long as one respects his commitments. The gems of Darkness are more frequent since the emergence of the cursed barony. They are cheap, but present another cost. The Usurers sell them in secret and often demand illegal services or information before proceeding to the deal. It is necessary to deal with them in rather uncommendable places.

INCANTATION : LES GEMMES

NAME	Reserve	Rebirth	Solidity	PRO	Origin	Legality (*)	Availability	Weight	Price
Ephemeral minor elemental	4	0	5	5	All	Yes	6	0,5 kg	50 D
Ephemeral major elemental	8	0	5	7	All	Yes	8	0,5 kg	100 D
Ephemeral minor principle	6	0	5	5	All	Yes	7	0,5 kg	75 D
Ephemeral major principle	10	0	5	7	All	Yes	9	0,5 kg	150 D
Immortal minor elemental	4	1	5	6	All	Yes	8	0,5 kg	250 D
Immortal major elemental	6	1	5	8	All	Yes	10	0,5 kg	500 D
Immortal minor principle	4	2	5	6	All	Yes	9	0,5 kg	350 D
Immortal major principle	6	2	5	8	All	Yes	11	0,5 kg	700 D

(*): the gems of Darkness are illegal.

A gem is defined by two aspects and three characteristics.

Aspects concern its nature.

- The gem can be immortal or ephemeral.
- The gem is associated to an **Element**.

The characteristics of the gem are coded values, ranging from 1 to 6. (Extremely rare gems would exceed this level!)

- The **Reserve** contains the mana, the essence of the gem, the energy which it released and which the magician succeeds in modelling thanks to his Abilities.
- The **Rebirth** determines the speed at which the gem regains its points of mana.

An ephemeral gem has only a mana reserve. She crumbles off once used, even if one uses it only partially.

Its Rebirth factor (see lower) is equal to 0

Naturally (without being influenced by the magician), a gem regenerates X points of mana per round where X corresponds to the Rebirth value of the gem.

The magician can also use his Ability «Channel» to reload his gem quicker. See the description of this Ability for more detail. A magician creates an invisible link with his gem during a ritual of submission. As long as this link is not broken by a new ritual, the magician can feel his belonging in an eight square radius. Those who stole it would be well advised to grow wings then.

- The **Solidity** is measured in structure points.

INCANTATION: ACCESSORIES

ARTICLE	Origin	Legality	Availability	Weight	Price
Accursed spellbook	MV	No	10	1 kg	100 D
Canopic doll	MN	No	8	0,5 kg	25 D
Gem case (*)	All	Yes	6	1 kg	30 D
Hermetic spellbook	LI	Yes	10	1 kg	20 D
Sheet of parchment	All	Yes	6	0,5 kg	0,5 D
Strip of whispers	WF	No	8	0,5 kg	25 D
Tarot of Cadwallon	CAD	Yes	4	0,5 kg	25 D

(*): Gems not included.

DIVINATION: ACCESSORIES

ARTICLE	Origin	Legality	Availability	Weight	Price
Astral sceptre	WF	Yes	8	3 kg	10 D
Blessed symbol	All	Yes	8	0,5 kg	25 D
Ceremonial bell	GB	Yes	6	0,5 kg	5 D
Ceremonial robe	LI	Yes	8	2 kg	30 D
Codex	GR	Yes	8	1 kg	25 D
Divinatory bones	WF	Yes	6	0,5 kg	5 D
Elemental sceptre	WF	Yes	8	1 kg	10 D
Flesh-eating sceptre	DV	Yes	8	1 kg	10 D
Holy boar	NA	Yes	8	10 kg	100 D
Lunar rune	WF	Yes	8	0,5 kg	5 D
Ritual clothing	BA	Yes	8	2 kg	30 D
Ritual sickle	BA	Yes	8	1 kg	25 D
Stone Crescent	WF	Yes	8	3 kg	50 D
Sacred bird	BA	Yes	8	3 kg	100 D
Sacred book	All	Yes	6	1 kg	25 D
Sacred symbol of Yllia	WF	Yes	8	0,5 kg	10 D
Sceptre	All	Yes	6	1 kg	10 D
Symbol of Danu	BA	Yes	8	0,5 kg	10 D

REVOLUTION: MELEE WEAPONS

ARTICLE	Dom mod	Typ	Rea	SIZE	Conc	Origin	Legality	Availability	Weight	Price
Pneumatic hammer	+3	C	1	2	-1	NA	Yes	6	3 kg	100 D
Steam weapons	*	*	*	*	*	NA	No	6	3 kg	100 D

(*): According to model

REVOLUTION: RANGE WEAPONS

ARTICLE	POW	Fre	RAnge	Rec	SIZE	Conc	Origin	Legality	Availability	Weight	Price
Experimental rifle	2	1	4/14/20	3	2	-2	GB	No	8	3 kg	150 D
Firebrand cannon	8	1	8/16/24	4	2	na	CAD	No	10	5 kg	500 D
FROOF	3	1	6	special	2	-2	GB	No	10	5 kg	250 D
Bomb	3	-	SIZE/2SIZE/3SIZE	1	2	0	GR	No	8	0,5 kg	20 D
Rifle	5	1	10/20/30	3	3	-2	GB/GR	No	8	3 kg	100 D
Pistol	5	1	4/6/8	3	2	0	GR	Yes	8	0,5 kg	50 D
Steam cannon	6	1	12/24/36	3	3	-4	NA	No	10	5 kg	750 D

REVOLUTION: AMMONITIONS

ARTICLE	Origin	Legality	Availability	Weight	Price
Cannon Ball	GR/NA/GB	No	10	0,5 kg	5 D
Lead Shots (*)	GR	Yes	8	0,1 kg	2 D
Naphta	GB	No	8	0,1 kg	2 D
Powder (*)	GR	Yes	8	0,1 kg	2 D

(*) : For ten shots each.

REVOLUTION: PROTECTIONS

ARTICLE	PRO	Mod. Action	SIZE	Origin	Legality	Availability	Weight	Price
AirGob	0	-PRO	T	GB	Yes	8	2 kg	100 D
Protecting overall	2	-2	2	NA	Yes	6	10 kg	100 D
Steam mask	1	0	2	GB	Yes	8	1 kg	50 D
Thermic armor for razorback	5	1	4	GB	No	10	75 kg	1000 D

REVOLUTION: MUTAGENIC PROCESSES

ARTICLE	Origin	Legality	Availability	Weight	Price
M 09	SC	No	8	-	50 D
M 15	SC	No	6	-	30 D
M 22	SC	Yes	8	-	20 D
M 41	SC	Yes	6	-	15 D
M 66	SC	Yes	8	-	20 D
M 97	SC	No	8	-	30 D
M 703	SC	No	8	-	30 D

REVOLUTION: HERBS

ARTICLE	Origin	Legality	Availability	Weight	Price
Coyatl	OR	Yes	9	-	10 D
Feeding potion	All	Yes	6	-	8 D
Healing potion	All	Yes	6	-	50 D
Heating Potion	All	Yes	7	-	3 D
Healing ointment	All	Yes	7	-	5 D
Murderer's tear	All	No	10	-	20 D
Nharera	GB	Yes	9	-	15 D
Sahar	SC	No	12	-	10 D
Sanger	All	No	10	-	20 D
Tari	All	No	7	-	5 D
Venom	All	No	8	-	10 D

REVOLUTION: ACCESSORIES

ARTICLE	Origin	Legality	Availability	Weight	Price
Akhamiäl	CY	No	10	75 kg	2 000 D
Alchemist's case	NA	Yes	8	3 kg	50 D
Biopsy tools	SC	Yes	8	1,5 kg	100 D
Coal (1 dose)	NA	Yes	6	0,1 kg	3 D
Farewell cloak	GB	Yes	6	1 kg	50 D
Hammer	All	Yes	4	1 kg	10 D
Hydraulic arm	NA	Yes	8	5 kg	200 D
Hydraulic gauntlet	NA	Yes	6	1 kg	200 D
Jadharis Clone	SC	Yes	10	90 kg	5 000 D
Loconaphte	GB	Yes	12	250 kg	1 000 D
Log (1 dose)	All	Yes	2	0,5 kg	1 D
Mechanical familiar	NA	Yes	8	50 kg	1 000 D
Naphta bomb	GB	No	8	1 kg	30 D
Naphta refill	GB	Yes	6	0,5 kg	10 D
Portable boiler	NA	Yes	8	5 kg	100 D
Pressure regulator	NA	Yes	10	0,5 kg	50 D
Protection gloves	GB	Yes	6	1 kg	150 D
Red button	GB	Yes	10	0,5 kg	20 D
Room boiler	NA	Yes	10	100 kg	1 000 D
Survival boots	GB	Yes	6	2 kg	150 D
Thermomechanical hand	NA	No	8	1 kg	200 D
Toolkit	All	Yes	8	1,5 kg	50 D
Torture tools	GR	Yes	8	3 kg	50 D
Uren water (1 l)	NA	Yes	6	1 kg	20 D
Vaporizer	GB	Yes	6	3 kg	100 D
Wagon boiler	NA	Yes	6	2 kg	500 D
War boiler	NA	No	6	10 kg	250 D

REVOLUTION: WORKSHOPS

ARTICLE	Origin	Legality	Availability	Weight	Price
Anvil	All	Yes	6	-	30 D
Assembly table	All	Yes	8	-	250 D
Desk	All	Yes	4	-	50 D
Distiller	GB	Yes	10	-	250 D
Forge	All	Yes	6	-	100 D
Gene library	SC	Yes	6	-	150 D
Hearth	All	Yes	4	-	50 D
Laboratory core	SC	Yes	10	-	250 D
Steam reservoir	NA	Yes	8	100	150 D
Storage tank	SC	Yes	8	-	100 D
Technical library	NA	Yes	10	100	250 D
Tool rack	All	Yes	6	25	100 D
Vapordome	GB	Yes	8	100	150 D
Weaving loom	All	Yes	6	-	100 D
Workbench	All	Yes	4	-	50 D
Woodwork Machine	All	Yes	6	-	100 D

THE FREE CITY
CADWALLON

ACTION POOL

Name : .... League : ....
Origin : .... Race : ....
Culture :.................... Motivation : ....
Feats : ....
Distinctive feature(s) : ....
Trade(s) : ....

POT : .... XP : ..../..........

SIZE : ....
MOV : ....
POW : d6
FEAR : ....
DEF : ....
MAS :..........

HEALTH POINTS

Stunned ☐

UnHurt	☐☐☐☐☐☐	
Light Wound	☐☐☐☐☐☐	-1
Serious Wound	☐☐☐☐☐☐	-2
Critical Wound	☐☐☐☐☐☐	-3
INCapacitated	☐☐☐☐☐☐	(-4)

PROTECTION

PRO : ...... Mod : ....

⚀ PUGNACITY		⚁ SLEIGHT		⚂ STYLE		⚃ OPPORTUNISM		⚄ SUBTLETY		⚅ DISCIPLINE	
Bash	☐☐☐☐☐	Activate/Open/Close	1d6	Disguise	☐☐☐☐☐	Abjure	☐☐☐☐☐	Argue	☐☐☐☐☐	Analyse	☐☐☐☐☐
Charge	☐☐☐☐☐	Aim	☐☐☐☐☐	Dominate	☐☐☐☐☐	Channel	☐☐☐☐☐	Barter	☐☐☐☐☐	Command	☐☐☐☐☐
Drive	☐☐☐☐☐	Climb	☐☐☐☐☐	Examine :	☐☐☐☐☐	Conceal	☐☐☐☐☐	Consacrate	☐☐☐☐☐	Confound	☐☐☐☐☐
Endure	☐☐☐☐☐	Design :	☐☐☐☐☐	Fanatisize	☐☐☐☐☐	Crook	☐☐☐☐☐	Cypher	☐☐☐☐☐	Coordinate	☐☐☐☐☐
Exult	☐☐☐☐☐	Design :	☐☐☐☐☐	Fend off/Parry	☐☐☐☐☐	Distract	☐☐☐☐☐	Disarm	☐☐☐☐☐	Defend	☐☐☐☐☐
Force	☐☐☐☐☐	Enchant	☐☐☐☐☐	Get up	1d6	Dodge	☐☐☐☐☐	Feel	☐☐☐☐☐	Heal	☐☐☐☐☐
Impress	1d6	Evoke	☐☐☐☐☐	Incantate :	☐☐☐☐☐	Fool	☐☐☐☐☐	Foretell:	☐☐☐☐☐	Improve	☐☐☐☐☐
Incantate :	☐☐☐☐☐	Feign	☐☐☐☐☐	Lunge	☐☐☐☐☐	Hide	☐☐☐☐☐	Identify	☐☐☐☐☐	Incantate :	☐☐☐☐☐
Intimidate	☐☐☐☐☐	Incantate :	☐☐☐☐☐	Preach	☐☐☐☐☐	Hunt	☐☐☐☐☐	Incantate :	☐☐☐☐☐	Look out	☐☐☐☐☐
Revoke	☐☐☐☐☐	Mediate	☐☐☐☐☐	Ride	☐☐☐☐☐	Incantate :	☐☐☐☐☐	Poison	☐☐☐☐☐	Pray	☐☐☐☐☐
Slash	☐☐☐☐☐	Operate :	☐☐☐☐☐	Seduce	☐☐☐☐☐	Peek an eye	1d6	Repare/Fix	☐☐☐☐☐	Reload a bow	1d6
Smash	☐☐☐☐☐	Operate	☐☐☐☐☐	Shift position	1d6	Put to death	1d6	Sermonize	☐☐☐☐☐	Reload a crossbow	1d6
Snap out of it	1d6	Pierce	☐☐☐☐☐	Strike back	☐☐☐☐☐	Recharge	☐☐☐☐☐	Speak	od6	Reload a firearm	1d6
Subdue	☐☐☐☐☐	Sail	☐☐☐☐☐	Stunt	☐☐☐☐☐	Sabotage	☐☐☐☐☐	Study :	☐☐☐☐☐	Search	☐☐☐☐☐
Swim	☐☐☐☐☐	Shoot	☐☐☐☐☐	Summon	☐☐☐☐☐	Steal	☐☐☐☐☐	Study :	☐☐☐☐☐	....	☐☐☐☐☐
....	☐☐☐☐☐	Slither	☐☐☐☐☐	....	☐☐☐☐☐	Survive	☐☐☐☐☐	Sublimate	☐☐☐☐☐	....	☐☐☐☐☐
....	☐☐☐☐☐	Take out a weaponá gem	1d6	....	☐☐☐☐☐	Wrestle	☐☐☐☐☐	Taunt	☐☐☐☐☐	....	☐☐☐☐☐
....	☐☐☐☐☐	Tinker	☐☐☐☐☐	....	☐☐☐☐☐	....	☐☐☐☐☐	....	☐☐☐☐☐	....	☐☐☐☐☐
	PUG + …		SLE + …	STY + …		OPP + …		SUB + …			DIS + …

RANGED WEAPONS	POW	Rate	Range	Rel.	SIZE	Conc.
	d6					
	d6					
	d6					
	d6					

REACH

		7		
7	6	6	6	7
6	4	2	4	6
6	3	■	3	6

MELEE WEAPON	Par. Mod.	DAM	Type	Reach	SIZE	Conc.

REACTION POOL

THE FREE CITY CADWALLON

KNOWLEDGES

Administration : Cadwallon	☐☐☐☐☐	Fiefdom :	☐☐☐☐☐
Administration :	☐☐☐☐☐	Fiefdom :	☐☐☐☐☐
Culture :	☐☐☐☐☐	Fiefdom :	☐☐☐☐☐
Culture :	☐☐☐☐☐	Language :	☐☐☐☐☐
Faction :	☐☐☐☐☐		☐☐☐☐☐
Faction :	☐☐☐☐☐		☐☐☐☐☐
Faction :	☐☐☐☐☐		☐☐☐☐☐
Region :	☐☐☐☐☐		☐☐☐☐☐
Region :	☐☐☐☐☐		☐☐☐☐☐

CONTACTS

NAME (ATTITUDE)	Intimacy		Localization	Page
Duc de Cadwallon	....	☐☐		
....	....	☐☐		
....	....	☐☐		
....	....	☐☐		
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....	....	☐☐		
....	....	☐☐		
....	....	☐☐		

EQUIPMENT

	Weight		Weight
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
Ducats :		TOTAL (Kgs) :	....
		Bulk :	....

SPELL/MIRACLE	Cost/Faith	Diff.	Target	Range	Duration	Page

GEMS

....	☐☐☐☐☐☐☐☐☐☐	+.../ROUND
....	☐☐☐☐☐☐☐☐☐☐	+.../ROUND
....	☐☐☐☐☐☐☐☐☐☐	+.../ROUND

CARDS

The Magician		☐☐☐☐☐☐☐☐☐☐
The Creation		☐☐☐☐☐☐☐☐☐☐
The Emperor	●	☐☐☐☐☐☐☐☐☐☐
The Chariot	●	☐☐☐☐☐☐☐☐☐☐
The Destiny	●	☐☐☐☐☐☐☐☐☐☐
The Unnamed Card	●	☐☐☐☐☐☐☐☐☐☐
the Tower of destruction ..	●	☐☐☐☐☐☐☐☐☐☐
The Sun	○	☐☐☐☐☐☐☐☐☐☐

CARDS REGENERATION

LOCATION	REGENERATION
Cadwallon : Garden of desire	6
Cadwallon : Underground acheological ruins	5
Cadwallon : Underground	4
Cadwallon : Upper city	3
Cadwallon : Lower city	2
Outskirts of Cadwallon	1
Outside of Cadwallon	0
Groves of desire	regeneration x 2

THE FREE CITY
CADWALLON

ACTION POOL

Name : .... League : ....
Origin : .... Race : ....
Culture :..................... Motivation : ....
Feats : ....
Distinctive feature(s) : ....
Trade(s) : ....

POT : .... XP : ..../...........

SIZE : ....
MOV : ....
POW : d6
FEAR : ....
DEF : ....
MAS :............

HEALTH POINTS

Stunned ☐

UnHurt	☐☐☐☐☐☐	
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PROTECTION

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Charge	☐☐☐☐☐	Aim	☐☐☐☐☐	Dominate	☐☐☐☐☐	Channel	☐☐☐☐☐	Barter	☐☐☐☐☐	Command	☐☐☐☐☐
Drive	☐☐☐☐☐	Climb	☐☐☐☐☐	Examine :	☐☐☐☐☐	Conceal	☐☐☐☐☐	Consacrate	☐☐☐☐☐	Confound	☐☐☐☐☐
Endure	☐☐☐☐☐	Design :	☐☐☐☐☐	Fanatisize	☐☐☐☐☐	Crook	☐☐☐☐☐	Cypher	☐☐☐☐☐	Coordinate	☐☐☐☐☐
Exult	☐☐☐☐☐	Design :	☐☐☐☐☐	Fend off/Parry	☐☐☐☐☐	Distract	☐☐☐☐☐	Disarm	☐☐☐☐☐	Defend	☐☐☐☐☐
Force	☐☐☐☐☐	Enchant	☐☐☐☐☐	Get up	1d6	Dodge	☐☐☐☐☐	Feel	☐☐☐☐☐	Heal	☐☐☐☐☐
Impress	1d6	Evoke	☐☐☐☐☐	Incantate :	☐☐☐☐☐	Fool	☐☐☐☐☐	Foretell:	☐☐☐☐☐	Improve	☐☐☐☐☐
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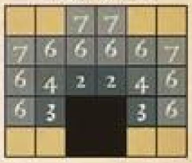
Revoke	☐☐☐☐☐	Mediate	☐☐☐☐☐	Ride	☐☐☐☐☐	Incantate :	☐☐☐☐☐	Poison	☐☐☐☐☐	Pray	☐☐☐☐☐
Slash	☐☐☐☐☐	Operate :	☐☐☐☐☐	Seduce	☐☐☐☐☐	Peek an eye	1d6	Repare/Fix	☐☐☐☐☐	Reload a bow	1d6
Smash	☐☐☐☐☐	Operate	☐☐☐☐☐	Shift position	1d6	Put to death	1d6	Sermonize	☐☐☐☐☐	Reload a crossbow	1d6
Snap out of it	1d6	Pierce	☐☐☐☐☐	Strike back	☐☐☐☐☐	Recharge	☐☐☐☐☐	Speak	0d6	Reload a firearm	1d6
Subdue	☐☐☐☐☐	Sail	☐☐☐☐☐	Stunt	☐☐☐☐☐	Sabotage	☐☐☐☐☐	Study :	☐☐☐☐☐	Search	☐☐☐☐☐
Swim	☐☐☐☐☐	Shoot	☐☐☐☐☐	Summon	☐☐☐☐☐	Steal	☐☐☐☐☐	Study :	☐☐☐☐☐	....	☐☐☐☐☐
....	☐☐☐☐☐	Slither	☐☐☐☐☐	....	☐☐☐☐☐	Survive	☐☐☐☐☐	Sublimate	☐☐☐☐☐	....	☐☐☐☐☐
....	☐☐☐☐☐	Take out a weapon/a gem	1d6	....	☐☐☐☐☐	Wrestle	☐☐☐☐☐	Taunt	☐☐☐☐☐	....	☐☐☐☐☐
....	☐☐☐☐☐	Tinker	☐☐☐☐☐	....	☐☐☐☐☐	....	☐☐☐☐☐	....	☐☐☐☐☐	....	☐☐☐☐☐
	PUG + ...		SLE + ...		STY + ...		OPP + ...		SUB + ...		DIS + ...

RANGED WEAPONS	POW	Rate	Range	Rel.	SIZE	Conc.
	d6					
	d6					
	d6					
	d6					

REACH



		7	7		
7	6	6	6	6	7
6	4	2	2	4	6
6	3	■	■	3	6
		■	■		

MELEE WEAPON	Par. Mod.	DAM	Type	Reach	SIZE	Conc.

REACTION POOL

KNOWLEDGES

Administration : Cadwallon	☐☐☐☐☐	Fiefdom :	☐☐☐☐☐
Administration :	☐☐☐☐☐	Fiefdom :	☐☐☐☐☐
Culture :	☐☐☐☐☐	Fiefdom :	☐☐☐☐☐
Culture :	☐☐☐☐☐	Language :	☐☐☐☐☐
Faction :	☐☐☐☐☐		☐☐☐☐☐
Faction :	☐☐☐☐☐		☐☐☐☐☐
Faction :	☐☐☐☐☐		☐☐☐☐☐
Region :	☐☐☐☐☐		☐☐☐☐☐
Region :	☐☐☐☐☐		☐☐☐☐☐

CONTACTS

NAME (ATTITUDE)	Intimacy	Localization	Page
Duc de Cadwallon	.... ☐☐		
....	.... ☐☐		
....	.... ☐☐		
....	.... ☐☐		
....	.... ☐☐		
....	.... ☐☐		
....	.... ☐☐		
....	.... ☐☐		

EQUIPMENT

	Weight		Weight
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....
☐	....	☐	....

Ducats : ......

TOTAL (Kgs) : ....

Bulk : ....

SPELL/MIRACLE	Cost/Faith	Diff.	Target	Range	Duration	Page

GEMS

.... ☐☐☐☐☐☐☐☐☐☐ +.../ROUND

.... ☐☐☐☐☐☐☐☐☐☐ +.../ROUND

.... ☐☐☐☐☐☐☐☐☐☐ +.../ROUND

CARDS

The Magician	☐☐☐☐☐☐☐☐☐☐
The Creation	☐☐☐☐☐☐☐☐☐☐
The Emperor .... ●	☐☐☐☐☐☐☐☐☐☐
The Chariot .... ●	☐☐☐☐☐☐☐☐☐☐
The Destiny .... ●	☐☐☐☐☐☐☐☐☐☐
The Unnamed Card .... ●	☐☐☐☐☐☐☐☐☐☐
the Tower of destruction .. ●	☐☐☐☐☐☐☐☐☐☐
The Sun .... ○	☐☐☐☐☐☐☐☐☐☐

CARDS REGENERATION

LOCATION	REGENERATION
Cadwallon : Garden of desire	6
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Cadwallon : Underground	4
Cadwallon : Upper city	3
Cadwallon : Lower city	2
Outskirts of Cadwallon	1
Outside of Cadwallon	0
Groves of desire	regeneration x 2

ENTER THE WORLD OF RACKHAM®

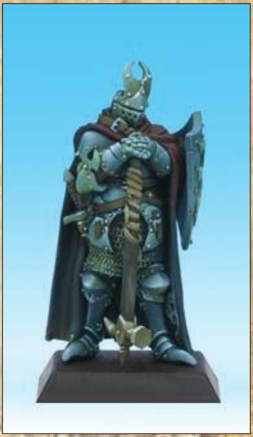
Maëlyn, Cynwäll Initiate

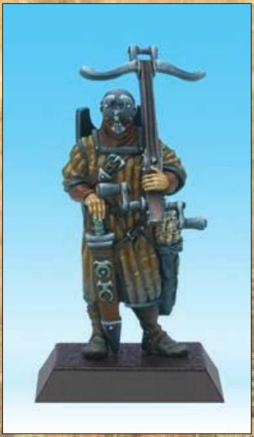
The Scarecrow

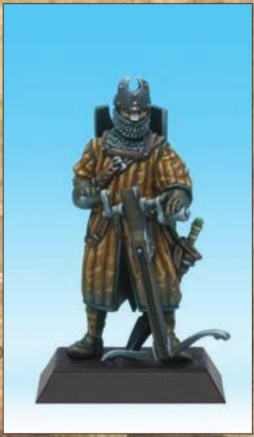
Isabeau the Secret and the Ormer

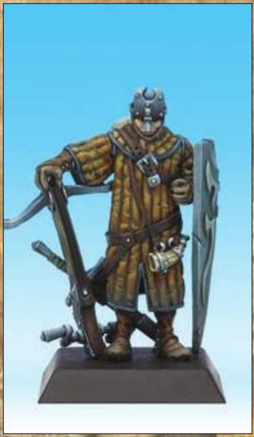
Give life to your *Cadwallon* game sessions thanks to RACKHAM miniatures. These outstanding miniatures were made for *Cadwallon*.

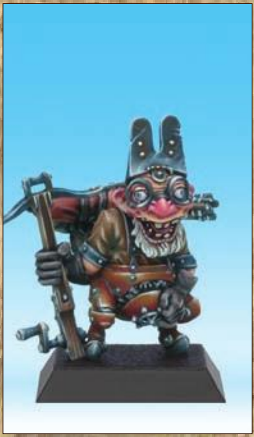
Dog Handler

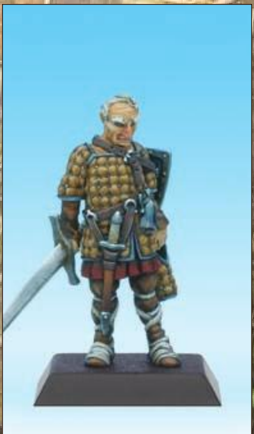

Captain Kelian Durak

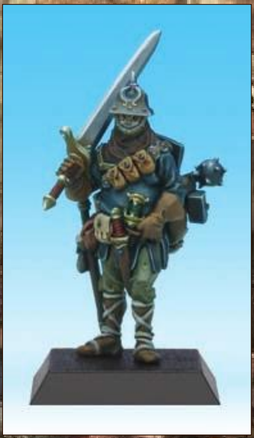

Militia Crossbowman

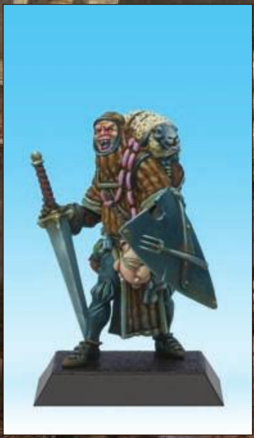

Militia Crossbowman

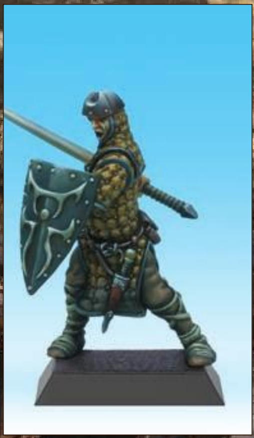

Militia Crossbowman

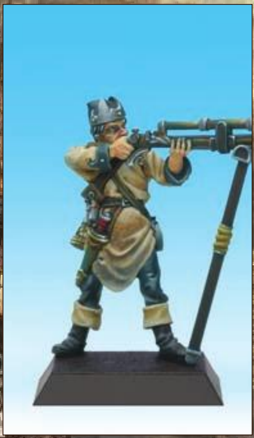

Dwarf Crossbowman

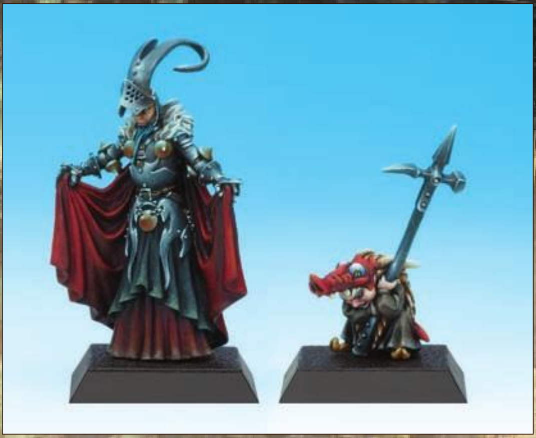

Cadwë militiaman

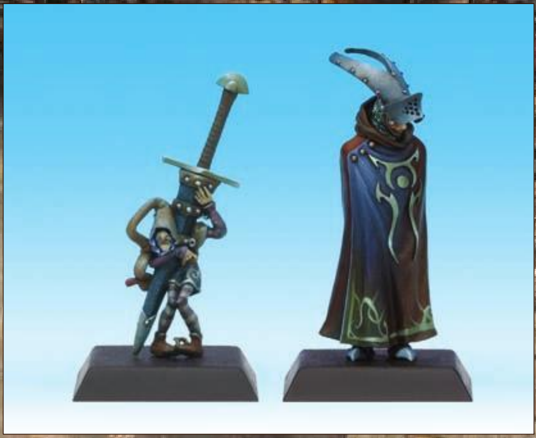

Cadwë sergeant

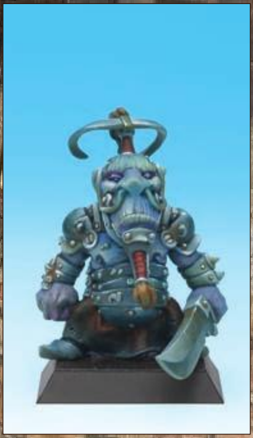

Cadwë militiaman

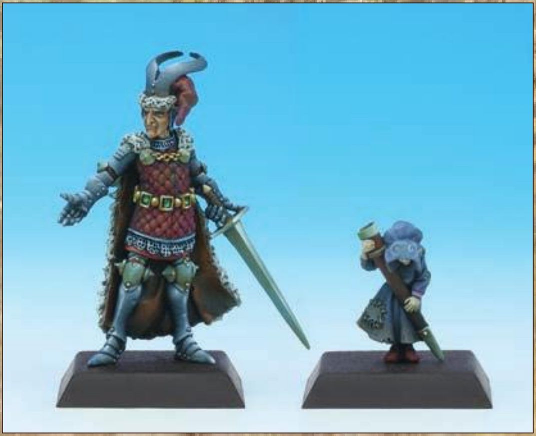

Cadwë militiaman

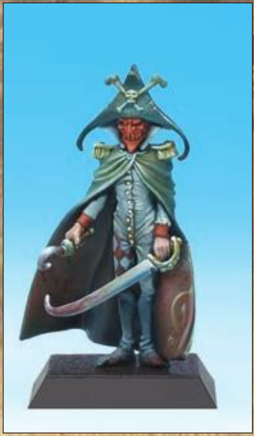

Carrache the bomb layer

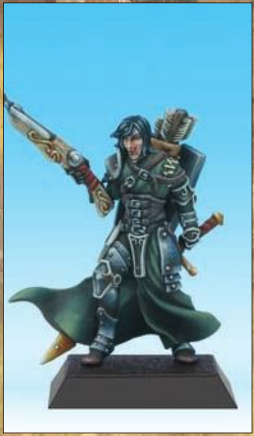

Iraem, Akkylannian ambassador ,
and weapon bearer

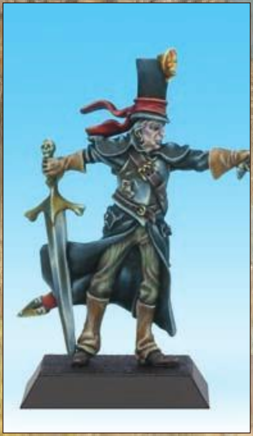

Vladar the Arrogant and weapon bearer


Bodyguard


Nobleman and weapon bearer


Executioner of Cadwallon


Crossbowman deserter


Syth Mornis

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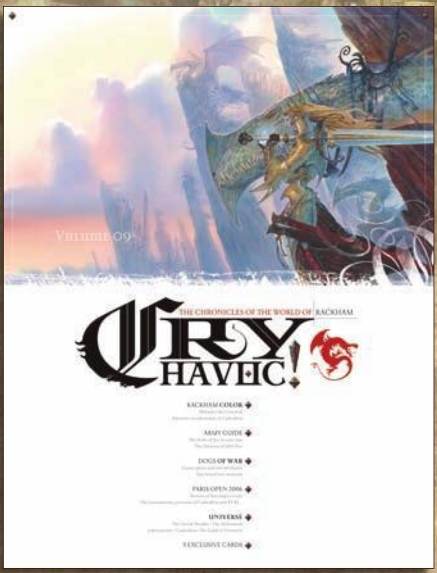
SET D
Set D
Upper City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